Toolset User Manual

For

Up to and Including the Recent

Expansion Pack

Toolset User Manual for
Neverwinter Nights
Up to and Including the Recent
Hords of the Underdark
Expansion Pack

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Overview and Objectives

This user guide and manual to Neverwinter Toolset is designed by a builder, for other builders. I was a builder for about one year on the Kamgarat project, and I now work on the Pentex project. Though my time in the toolset itself is limited, I have spent considerable hours on many large modules. As I searched for resources to use and people to answer questions, I found very little on the subject, and so I taught myself most of what I know. What I have found did answer some questions, but I still wanted an easy reference.

My intentions to constructing this manual are to provide beginner and moderate level builders with another resource to draw upon. This is by no means a replacement or substitute for any current Neverwinter Toolset guides or tutorials, of which I have only seen two. This work is simply another version of help for any builder who wishes it.

Constructing a world from the toolset and seeing it in use on a net Mod is very satisfying. I have heard a few complaints about the lack of reference material readily available and easy to find. With this, and the other works I will be referencing and mentioning, I hope any level builder can learn to build more effectively and with fewer questions. Building in the toolset should be fun, and I hope this work will help ease the toolset use to this end.

What is covered in this manual will be some basic methods of module construction. Every topic will be discussed, and in some cases, the reader will be referred to another guide for further details, via web address, for areas I have not worked with yet.

- Requirements?

Apart from the system requirements to run the toolset, this guide is gauged for beginners with an interest in building. No other requirements, other than some interest in the toolset, are even recommended. For scripting however, NWN uses a variation of the C language, so having experience in the C or C++ language is recommended in that area.

- Other Guides?

For other guides into the toolset, please see the Sources and Special Thanks page for links.

**** NOTE **** This format is intended for viewing in the **Print Layout View** in **Microsoft Word**. Other formats are not completely compatible and will make this document nigh unreadable, especially with my visuals. To change to Print Layout View, go to the "View" menu bar and select it, or use the keyboard shortcut: "Alt + V + P", or click on the thick bordered page icon in the bottom left of the window (third from left).

Note: Since the recent Hordes of the Underdark expansion pack, several changes have been made to the toolset and may not be as familiar to previous versions.

Note: Due to the large size and vast number of visual references, try opening the documents one at a time =)

Chapter 1:
Setting up The Module

With opening the NWN toolset, the default set-up is a gray and white blank screen with a menu bar and an icon toolbar. This chapter will introduce you to starting a new module using the Area Creation Wizard.

Section A: The Area Creation Wizard

Step 1-To begin a new module, go to the menu heading "File" and select "New" from the drop-down menu. Keyboard shortcuts can help expedite menu navigation, one of which is "Ctrl + N", which means: hold the Control ("Ctrl") key and press the "N". Using "Alt + F + N" will also work. The icon that looks like a scroll on the top left of the toolbar will also start the module wizard:

Step 2-A dialogue box, or window, appears. Click the "Next" button at the bottom of the window. This window simply states that the wizard will help in module creation.

Visual 1A-I: Reference for Step 3

Step 3- Name the module. This will be the file name seen in the folders or on the computer desktop outside of this program, as well as in the listings for existing modules once this module is created. The name can also be edited from within a larger window by clicking on the small box labeled "…" to the right of the name bar. This button will open a separate window and you can even choose different languages (though this option does not seem to work well).

Step 4-After a brief moment of initializing and loading data, the "Create Areas" box will open. There are no selections in the "Current areas" menu because they have not been made yet. To make one, click on the "Area Wizard" button in the top center of the window.

Visual 1A-II: Reference for Step 5

Step 5-The Names and Tilesets window now displayed will allow you to type in the name of a new area to be used in the module, and what kind of tileset to use. The wizard will continue area creation after a name has been entered and you have highlighted a desired tileset.

Visual 1A-III: Reference for Step 6

Step 6-In the Area Size window; the size of the area can be incremented in undefined units. Each square of the area can hold a single square Feature from the landscape list. This will be covered later in Section C. The best way to gauge the size of an area is trial and error. By clicking on one of the four size options on the right side of the window (tiny, small, medium, large), you can see the numbers compared to how the designers view the actual size. For example, Tiny could be considered as a small house. Small could be the lounge for a respectable inn. Medium would fit nicely for most outdoor areas or even a castle courtyard, and Large could be set for a small castle and surrounding area. Be careful, though. The larger the area the more system resources it will require and the slower it will perform. If this module is for submission into an online Mod, it is recommended not to use Large areas. Lag is a major problem with huge

tilesets-which can be compounded by multiple users in that same area with their actions or spells in combat.

Step 7-By clicking on "Next" in the Area Size window, an area is finally created. The new "Finish" window contains two options. "Open Area in Area Viewer" will place the area you just created into the "Create Areas" list, which can be seen by clicking on "Finish." "Launching Area Properties" will open a new window that will allow modification of the area in detail. This will be covered in detail in chapter **. Leaving the first box unchecked, and the second box checked, click on "Finish" to finalize the area.

Visual 1A-IV: Reference for Step 8

Module Wizard
Create Areas
Every module needs at least one area. Areas are easily created using the area wizard. Use the area wizard now to create as many areas as you would like. You can always create more areas later by accessing the wizard in the main menu.
Area Wizard
Current areas
A Quiet Day
< Back
Next >
Finish
Cancel

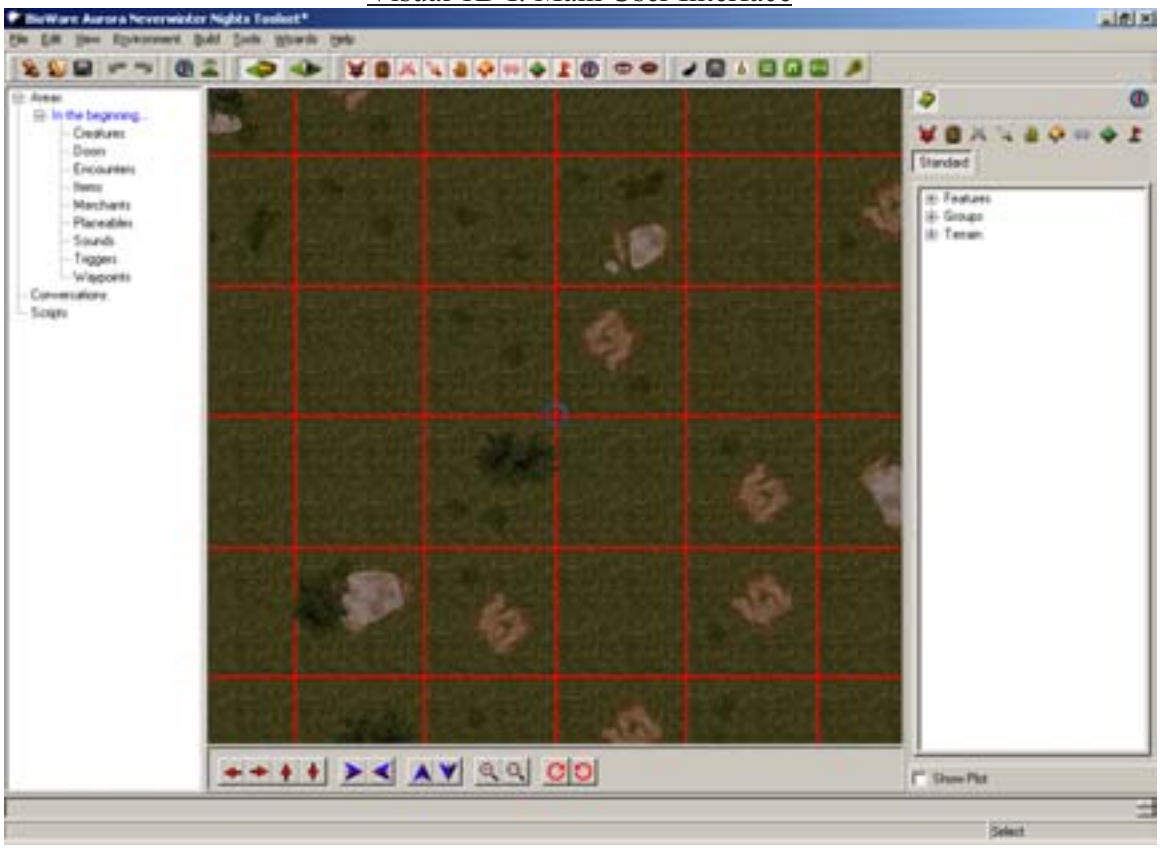
Step 8-Now the area window is back. The area created from the previous steps is now listed in the white box labeled "Current areas". To make more areas using this method, click on the "Area Wizard" button (Step 4) and continue as desired. Otherwise, the wizard is done. Click on the "Next" button to finish. The next window simply says the area is complete. If desired, you can click on "Back" and return to previous steps, or even cancel the whole thing. By clicking on "Finish" the wizard will close and will bring up the main interface for the toolset. The area previously created with the wizard will be activated in the main window. The default view for the interface is looking straight down on the area. In the next chapter, the interface will be explained in detail.

Quick Summary and Review

- To make a new area, launch the Module Wizard by using the top left "New" icon (one that looks like a scroll) in the main interface top toolbar, or using the Ctrl+N keyboard shortcut. Create as many areas as desired, and "finish" out of the wizard to display the area(s). In any one module, it can hold a vast number of areas.
- Each area has a specific tileset, and only one area can be modified or edited at one time.

Section B: Considering What to Do First

Visual 1B-I: Main User Interface



- Section B-1: The Considerations

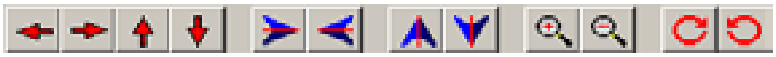
Now that the area creation wizard has finished and the window closed, the main toolset user interface is forefront. If the starting area chosen is the tileset "rural", then what is seen is much like the visual B-I. There are several toolbars, two white columns with lists, and the main display. One of the first things to have to begin working on an area is an idea of an area to build, or at least a sense of a theme. But where to begin?

One way to start an area is to begin modifying the area with terrain and objects. Another way to begin is to start constructing the scripts or conversations that will later be used. Starting with these might seem strange but it can serve to simplify or remind or narrow the vast possibilities in the toolset. Conversations will be explained later in detail in Chapter 4, Section B-1, and scripts in Chapter 4. See Script Examples for more help on scripts, and Page of Links for additional references. One crucial aspect of the toolset is changing the perspective of the main display of the area to promote easy placement of terrain and object as well as judging what will be best for the area. Section C will go over this in detail.

Section C: The User Interface

- Section C-1: Changing the Perspective on the Main Display of the Area

Visual 1C-I: Main Display Navigation Bar



Though the default view of the main display is not very helpful for editing, the angle and vantage point can be easily changed. To change the point of view of the main display of the area, use the buttons on the toolbar located at the bottom of the main display. The red arrow buttons are for vertical and horizontal shifting; see Visual 1C-II below. The blue arrowheads with red lines through the center are for angular movements: the right arrow moves the display counterclockwise, and the left arrow moves clockwise. The blue arrows pointing up and down angle the view of the area ninety degrees in either direction, from top view to side view, of the area; see Visual 1C-III below. The view will not drop below zero degrees, that is, you cannot view any part of the underside of the tiles. And lastly, the two magnifying glass icons zoom the main display in or out, the red "+" or "-" in the center of the glass change zoom level; see Visual 1C-IV below.

Using the toolbar icons to change the view of the display is tedious and slow. These are also meant for fast movements, and can be frustrating to use when zoomed in on multiple levels of terrain. Using the mouse can be far more beneficial than the toolbar method. Most versions a mouse are standardized with the mouse wheel, though some older versions may not have one. The mouse wheel can be used to zoom in and out of the area. Another easy method of changing display perspective with the mouse is to use a combination of holding a keyboard button and right or left mouse button as the mouse is moved. Again, most mouse versions use two main buttons. Though some have more, they are not used.

On the end of the navigation bar, there are two other icons not before mentioned. These are used to change the orientation of objects and creatures that have already been placed, which will be explained later in Chapter 5, Section A-1.

Visual 1C-II: Horizontal Shift Icons

Visual 1C-III: Rotational and Angular Movement Icons

Visual 1C-IV: Zoom Icons

- Section C-2: Using the Mouse for Display Orientation

For vertical and horizontal shifting, hold down the "Ctrl" key and the left mouse button to allow the movement of the mouse to shift in any direction. Not only is this method much faster than the toolbar icons, it also allows for more precise movements instead of quick bursts of speed. Using the mouse in this way can also allow for diagonal movements.

For changing the angle of perspective that the blue arrows allow for, hold down the "Ctrl" key and the right mouse button, and move the mouse. Again, using the mouse instead of the toolbar icons allow for a variety of direction and angles faster than could be accomplished with the icons.

After moving and the perspective and angle of the main display, it may be desired to reorient the view. To do this, there is an icon in the top left of the toolbar labeled "Reorient Camera"; see Visual 1C-V below. To find an explanation of an icon, the best method is to hold the mouse button over that icon, for a second or two, and then a yellow balloon text box will appear. This icon is the seventh from the left and looks like an eye over a green trapezoid. This icon is one of two icons on the Display toolbar, which can be turned on or off by selecting Display from the View and Toolbar dropdown menu. The keyboard shortcut is "Alt + V + T + D." The display toolbar is one of five toolbars automatically shown as one toolbar upon creation of a new module.

Visual 1C-V: Reorient Camera Icon

- Section C-3: How to Place and Orient Terrain

Within each type of terrain for an area (Rural, Sewers, etc) there are specific features and groups of features assigned. To view the available possibilities for the terrain, the "Paint Terrain" icon in the top right of the interface should be selected, which the default settings will do automatically when starting a new module. A list of three headings can be seen to the right of the main display in a white column. The three categories of terrain are "Features," "Groups," and "Terrain." In each category, you can click on one of the desired terrains and place it in the module. The size of these terrain features or groups is measured as the red lines of the grid in the main display. The grid can be turned on or off in the "Environment" section of the menu bar by selecting the "Display Grid" option, or with the shortcut "Alt + N + D". If a terrain feature is chosen but then unwanted, pressing the "Esc" key will revert the mouse to normal appearance.

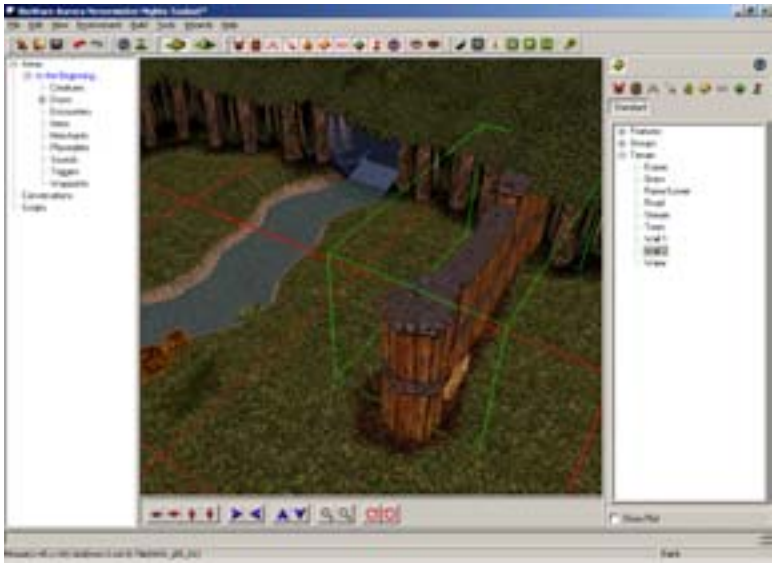
The "Features" has an alphabetical list of single square terrain options. Clicking on one of them will change the mouse icon of an arrow into a transparent version of the feature selected. This can be undone by pressing the "Esc" button. The mouse icon will remain as the selected feature until placed in the module in a grid section that has not yet been assigned a feature and meets the features placement requirements. For example, the first feature in the Rural tileset is an Anthill. This anthill cannot be placed in water, in a stream, in between a fence, or on a building, and other such places, and leave the terrain as it was. Placing an anthill in water will force the terrain into making the proper

requirements for its placement. Once a suitable location has been found, it can be set into that location by left clicking.

The "Groups" section alphabetically lists features that are larger than one square. The dimensions of the specific group are expressed as width by length. Example: "Barracks 1x2".

The "Terrain" section contains basic terrain for the tileset. The difference between these and the "Features" section is their relation to the area. Once selected, a green box, instead of the actual object, replaces the mouse icon. These green boxes will only fit over the four corners of the grid, or in between the grid spaces. One special feature in this section is the "Raise/Lower" option. This raises or lowers the terrain to another level. To raise ground, simply left click were desired when the option is selected (select the option by clicking on "Raise/Lower" from the list). Multiple levels can be added this way. To lower ground, right click in the desired area. Note that the terrain cannot be lowered beyond the initial ground level. The "Stream" and various wall variations appear as smaller rectangles that will only fit in between the grid sections on the area. The streams and walls can also merge directly into certain terrains.

Visual 1C-VI: Reference for Section C-3



For example, the "Stream" option can appear to flow into the forest (this also creates an area transition on the forest, which will be detailed later in Chapter 6, page 53), as well as any of the wall variations, as seen in visual 1C-I.

Each terrain feature, excluding those listed under "Terrain," no matter the size, can be oriented in four different directions with the mouse. This can only be done when the mouse icon has changed into the terrain feature desired, but before placement. The object appears transparent to make it easier to judge on appearance in the area. To change the orientation, simply right click once to rotate the feature ninety degrees. Some features will only fit certain terrain in a particular way. If the attempt is made anyway, each left click will show you, by outlining in a red box, which offending terrain is responsible for not allowing the desired placement. For example, the "Ramp" single space feature will create a ramp from a lower to a higher-level terrain, but only with the walkable part of the ramp facing away from the terrain (if placed in another direction, the landscape will change to accommodate the feature, if allowed by surrounding terrain).

To be terribly technical, the feature should be placed against the face of a cliff with the hypotenuse of the ramp facing away from the cliff. When terrain cannot be placed in a specific place, the usual green box outline will turn red. Changing direction of walls and streams requires specific placement at different locations in relation to the grid.

Quick Summary and Review:

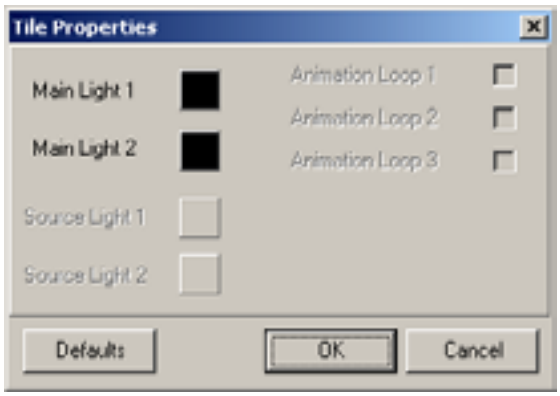
- Changing the perspective in the main display of the area can be done with the toolbar icons, or with holding "Alt" and the right or left mouse button before moving the mouse.
- When selecting from the "Paint Terrain" list of features, some can be oriented in different directions by right-clicking before they are placed. Certain terrain features require specific situations in order to be placed in an area. Some terrain features will alter the geography on their own when placed.
- With multiple clicks on terrain, some change varieties and help set a different mood.

- Section C-4: Changing Details in Terrain

In the "Terrain" list, some of the options have a special property that allows for even more customization of a theme for an area. This can be seen as a random assignment of properties and features within that small section that adds to the flavor of that area. This randomness can be seen at the first time the new area is viewed out of the creation wizard. To see this change without recreating an area, select one option and place it on the area. Because of the nature of the "Terrain" section, the option will not have to be selected again from the list to be places more than once. Now, to see another version of the same kind of terrain, left click again. If the tileset is Rural, and the "Grass" option chosen, each left click will slightly change the objects within the effected four grid spaces, such as adding boulders or trees, or just plain grass.

Another way to see this effect is to select a specific grid space by left clicking on it, which will turn the green box into a blue box outline. By pressing the "Del" or "Esc" key, the details will randomly change. Yet another way is to select the "Eraser" option and continuously left click on a terrain. Another example is to select the "Wall 2" option and left click multiple times in the same spot to see different conditions for the ends of the wall. Some terrains, such as "Wall 1" and "Stream" in the Rural tileset do not have alternate versions, unfortunately.

Visual 1C-VII: Reference for Section C-4



The terrain has the most basic selection of properties to edit in the whole of the toolset. As with most any other object, the properties dialogue box can be accessed by right clicking on any specific grid space. For any terrain, there is only one selection: "Tile Properties." This opens the lighting options for that specific grid or tile. For basic tiles, only the Main Light options are available to alter.

- Section C-5: Toggling Area Shadow, Fog, and Lighting:

In addition to being able to reorient the angle of perspective in the main display, you can adjust three other effects to better view the area in a truer light. In the Preview toolbar, located in the top right of the window, Display Shadow, Fog, Use Area Lighting buttons can be toggled to display to show various aspects of the area a player will see in-game; see Visual 1C-VIII below. This toolbar can be accessed from View, Toolbars, and Preview from the drop-down menu, or by the "Alt + V + T + P" keyboard shortcut.

The Display Shadow button will add shadows to every object and terrain. Note: sometimes shadows will stay in places where they do not belong, such as after the terrain is moved or changed. This can usually be fixed with toggling the shadows off and on again.

Depending how far the Main Display is zoomed away from the area, toggling the Fog button may seem to drown the area with single color, though the red lines of the grid should still be visible. The Fog button will reflect the color defined in the area properties. See Chapter 7, Section B, for details on area properties. The fog is best gauged from angling the Main Display in such a way as to reflect the perspective of a player in-game.

Using the lighting of the area will enable the in-game lighting. If in certain tilesets, this will dramatically change the illumination level, and can hide many area details in darkness.

Visual 1C-VIII: Shadow, Fog, and Area Lighting:

Quick Summary and Review:

- By placing the same tile or wall piece over the previous one, the new placement will activate a random change of features for that tile or wall. This applies only to the features under the "Terrain" list, and even then, some do not have alternate versions.
- To access the properties menu for most anything, right click on the desired object. Opening this menu displays a dialogue box with the available options, the unavailable options will be grayed-out.

Chapter 2:
Names, Tags, and ResRefs

In preparing a module for on-line submission into a Mod, it is crucial to make sure the versions match and have the same expansion packs enabled. Currently, there are two expansion packs: Shadows of Undertide, and Hordes of the Underdark. This chapter will look at the importance of naming, and how to do it. Another important note for submissions to online Mods: choosing appropriate names and making sure they are unique is required for expediency, and in some cases, acceptability. One thing to realize, for online submissions, is that for a similar object several people can use the same tag or resref. This will cause strange problems, and can hinder scripts and area transitions.

Section A: Using Names, Tags, and ResRefs

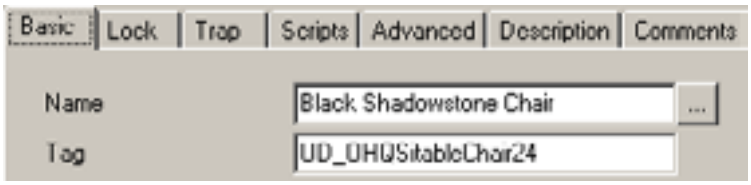
- Section A-1: Knowing What is What:

As with the creation of anything, there are details. Regarding the Neverwinter Nights Toolset, a critical aspect is the naming of areas, objects, scripts, and conversations, to identify and separate their function. They must be given a name to identify them, not only to you, but to the system as well.

What is in a name? In terms of the NWN Toolset, a name identifies and categorizes for you. See Visual 2A-I below. The name is what a user will usually see in both the toolset and in-game. The actual names can be anything desired (additional limitations may apply by designation of a Mod's Map Master/Senior Builder/Admins/etc, always best to ask before hand if questions arise). There are few, if any, toolset restrictions for what can be used for a name.

What is a tag? Tags can usually be found under the "basic" tab in the properties window for objects and creatures, just below the field for entering the name. See Visual 2A-I below. This is a hidden name for objects and creatures that will not be seen by the players, but it is used by the toolset to identify it for use in scripts and other things. This could be thought of as a social security number; many people have the same name, even middle and last names, but that number is the unique identifier for everyone. Due to the nature of tags, these are usually cryptic. It is good practice, and suggested, that tags are as cryptic as they can be to make them unique, if submitting to an on-line Mod.

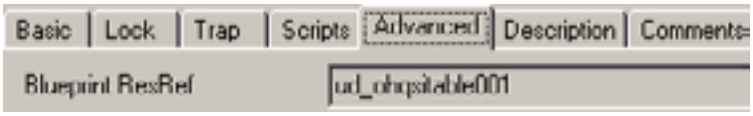
Visual 2A-I: Reference for Section A: Names and Tags



What is a resref? This is another version of a tag, and can usually be found at the top of the "advanced" tab in the object and creature properties window. See Visual 2A-II below. One difference is that the resref pertains to the basic template drawn upon for any one thing. Objects and creatures may have different names and tags, but they can have the same blueprint for their creation, which is identified by the resref. The resref cannot

be changed after the initial creation of objects or creatures through the wizards, and it remains grayed-out from that point on. This can also be thought of as a restaurant food; they all have a basic foundation or substance (being chicken, beef, etc) which various spices and cooking methods are applied, depending on the chef. Another difference between the resref and both the name and tag is that the blueprint stores itself in lowercase letters. There are also restrictions that prevent the use of some symbols, as well. Another difference between the tag and the resref of a creature can be seen in scripts. Simply, some scripting actions require the resref of a creature, while others require the tag (the actual name is not used in most scripts). This will be explained later in chapter **.

Visual 2A-II: Reference for Section A: Resref



- Section A-2: Naming Conventions:

One suggested method for making a unique Tag is to follow a naming convention. Instead of trying to use large names or gibberish, you can always use cryptic organization. One method I recommend is to set the first three letters to a name you use in-game. Then, separated by an underscore, write the initials for the particular module, underscore, and then the rest of the actual tag. If you are submitting a module to be used in an on-line Mod, it is best to ask the developer team (dev-team) if there are any restrictions for naming conventions. Using these conventions can help organize!

Quick Summary and Review:

- There are three kinds of identifiers for any one object or creature; name, tag, and resref.
- The name is the identifier to be seen in-game, and has no restrictions.
- The tag is the reference label the system uses to identify the object or creature. Duplicate tags can be problematic for scripts and area transitions.
- The resref is the initial blueprint or template of the object or creature. Duplicate resrefs can be problematic for specific scripts, specifically the spawning and destruction of objects and creatures; see Chapter 4 and Script Examples for scripting details.

Chapter 3:
Icons and the Menu

The toolset Main Interface is composed of a system of icons used to expedite navigation and help with easy shifting between options. These icons are organized and categorized into seven different toolbars. By accessing the View menu and a specific toolbar from the Toolbar option, they can be toggled in or out of hidden mode. The default location for five of the toolbars is just above the Main Display. The Palette icons are to the right of the Main Display. The Main Display Navigation toolbar is just below the Main Display window. All of the toolbars can be accessed through the View menu at the top of the window, or by using the "Alt + V" keyboard shortcut.

This chapter will also go over the details and functions of the menu options. The menu bar is located right above the main toolbar, which is above the Main Display.

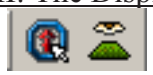
Section A: The Icon System

This section is a brief overview of the icon toolbars and their function. For easy reference, each description is placed below their specific toolbars. In the toolset, the names for specific icons can be found when the mouse curser is placed over the desired icon for a few seconds. The name will appear in a yellow balloon.

Visual 3A-I: The File Toolbar

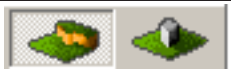
The File icons are for creating new modules, opening existing modules, and saving current work. The second section to this toolbar allows you to undo the most recent change, and redoing it again if desired.

Visual 3A-II: The Display Toolbar



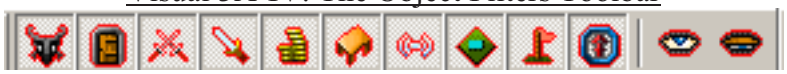
The Display toolbar is useful for reorienting the perspective in the Main Display. The first button sets the view just over the Start Location. The other button reorients the camera to the center of the area in a top-down view.

Visual 3A-III: The Selection Mode Toolbar



Each of the icons in the Selection Mode toolbar changes what can be selected with the mouse or keyboard. Selecting "Select Terrain," the terrain can be selected and edited with out having to select around placeable objects. With the "Select Objects" button, the terrain is ignored while all placeable objects and triggers can be selected.

Visual 3A-IV: The Object Filters Toolbar



Another helpful feature of the NWN toolset is the Object Filter toolbar. By clicking on any of the buttons in the first group of the toolbar, any objects under that category will be toggled into or out of a hidden mode. The pair of icons in the second group of the toolbar are general buttons that will show or hide all placeable objects.

Visual 3A-V: The Preview Toolbar

With the Preview toolbar, aspects of the in-game quality can be viewed with out actually testing settings with the game running. Terrain and object shadows, area fog, and using area lighting, can be toggled at any time. The three green-boxed icons are related to area background noises, area music, and placeable sound. The Preview icon, in the second section, displays general information about any selected placeable object. In the left half of the Preview window, the view of the selected object can be adjusted to any angle or magnification.

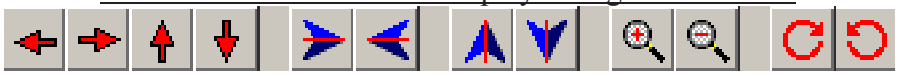
Visual 3A-VI: The Palette Selection Toolbar

The Palette toolbar lists almost all available placeable objects and terrain for the toolset, and allows for easy construction of custom made objects. The first group of icons, above the other groups, allow for the placement of terrain and the player's start location. The next group of icons can display all non-terrain placeables. The third group of buttons will change the object listings between the Standard palette of pre-made objects and the palette for Custom objects build for each specific module, for each object group currently selected. Each list will display contents by alphabetized category.

Custom objects are not interchangeable between modules unless the correct files are imported, which will be discussed in chapter 7, section **.

The Creature group includes monsters and NPCs. The Door group offers wooden, metal, and stone doors in several varieties. The Encounter button displays the different levels of monster groups encountered by the player. The Items icon lists every object a player can pick up and possibly wear or use from their inventory screen, and categorizes them into sub-groups. The Merchants icon will display the templates for various merchants. The Placeable icon will display every object a player cannot pick up or wear, such as a forge, or an obelisk, from their respective sub-groups. The Sounds icon lists non area specific and placeable sound files, which are also categorized into sub-groups. The Triggers icon includes traps, area transition fields, and triggers for special effects that can be scripted. The Waypoint icon displays placeable waypoints and in-game mini-map notes for the player.

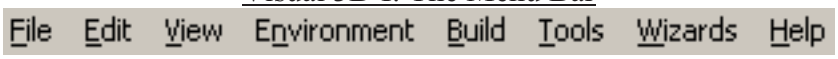
Visual 3A-VII: The Main Display Navigation Toolbar



The Main Display Navigation icons reorient the Main Display. The red icons shift the display in latitude and longitude. The blue icons change the perspective angle. The magnifying glass icons adjust the level of zoom. The last pair of icons adjusts the orientation of non-terrain objects by clockwise and counterclockwise movements. However, for more precise and more efficient methods of orientation in the Main Display, please see chapter 1, section C-1.

Section B: The Menu Options

Visual 3B-I: The Menu Bar



The menu bar is a list of options using text, and is located above the main toolbar. There are eight options to choose from to help modify your module and access certain features. Some of the options have an icon shot cut in any one of the toolbars, which is displayed next to the option.

The File Menu Bar Option: “Alt + F“

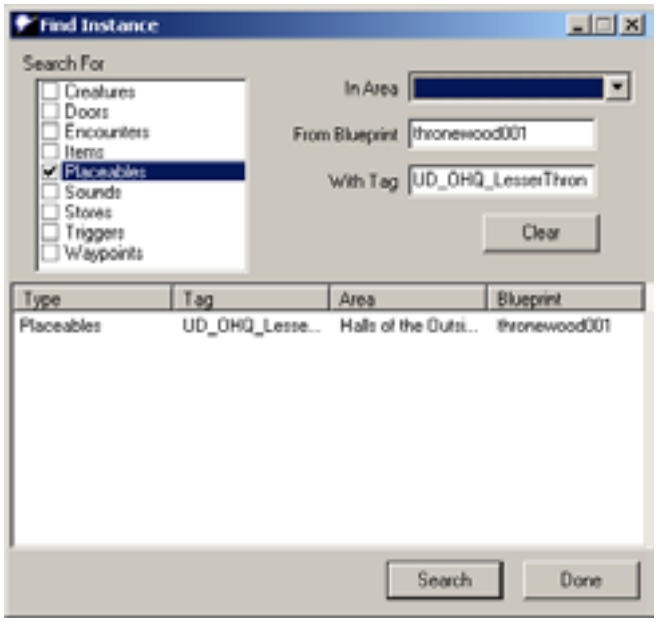
- The File options let you create new modules, open others, or close the current one.
- The next group of options lets you save your work under the current save file used, or to create a new file to save to with the “Save As” option.
- A way to transfer pre-made material to and from your module is to use the “Import” and “Export” options.

- The toolset will also list the four most recent modules, and allow you to switch to them as a shortcut.
- The last option is "Exit", which will prompt you to save any new work and close the program.

The Edit Menu Bar Option: "Alt + E"

- The pair of choices in the first group allow you to undo or redo edits.
- As with most any interface, you can use the options to delete something from the area and add it to the copy/paste clipboard. You can use the options to copy and paste as well, or use the "Alt" and "C," "X," or "V" key keyboard shortcuts.
- The Resize option will add rows or columns, or even take them away if desired. You can also rotate the area with the Rotate option, which will bring up a separate window with several choices where direction and degree of turn can be specified.

Visual 3B-II: Menu Bar: Edit: Find Instance Window:



- The "Find Instance" option can be used to find a particular object or creature in a specific area. A separate window will open, allowing you to set additional search conditions. Under the "Search For" box, you can select any number of object categories to limit the search. In the "In Area" drop-down menu, you can select which area in your module to search. One of the "From Blueprint" and "With Tag" fields can be specified, but both do not have to be entered to start a search. Once all the parameters are set, click on the "Search" button at the bottom. Any matches will be listed in the bottom half of the window. If there is one match, that object will also be highlighted in the Main Display when the Find Instance window is closed. You can also clear the current search parameters by clicking on the "Clear" button in the center right of the window.
- The "Module Properties" and "Area Properties" open separate windows with various options to edit. The module and area properties options will be covered in detail in Chapter 7.

The View Menu Bar Option: "Alt + V"

- The "Selection Mode" option allows you to change between effecting terrain or objects in the Main Display.

- The "Toolbars" option will hide or unhide any of the five main toolbars that are located just above the Main Display.
- Selecting any of the "Interface Panels" options will hide or unhide a specific section of the toolset interface.
- The "Object Filters" options will hide or unhide all objects related to the specific group chosen. See Visual 3A-IV above, in Section A of this chapter, for the toolbar icons that will do the same thing.
- With the "Full Screen" option, you can fill the Main Display to your entire monitor, and back again with the "F11" key
- The Preview window is a superimposed dialogue box that will give basic information about a creature or object highlighted.

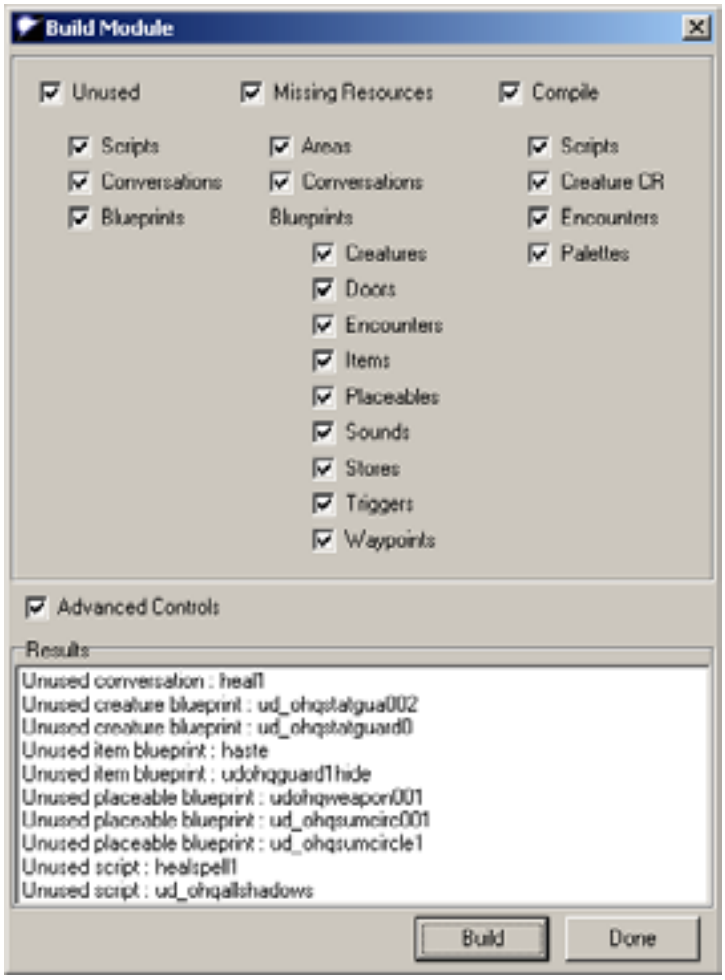
The Environment Menu Bar Option: "Alt + N"

- Refresh option will reset the current visual aspects of the area to include the current setup. While changing the geometry of an area, shadows might not apply to certain areas. Refreshing the area will allow the toolset to verify and adjust such things.
- Toggling the Grid option will show or hide the red grid lines of an area.
- Displaying the shadows of an area can give you another perspective on the area.
- The area fog exists in-game regardless if any is desired or not. This fog will be visible in the toolset, and will appear in-game as a the players visual threshold. With the current Hordes of the Underdark expansion pack, this zoom feature is automatic. In previous versions of NWN, a command would be required in the console.
- To view the area with the lighting that will be used in-game, toggle the "Use Area Lighting" option.
- In the NWN game, when a player passes certain terrain features, part of those features will disappear. This is fading of the geometry is a necessity for the third person perspective used in-game. This feature can also be used in the toolset by toggling the "Fade Geometry" option. In this option there are three choices, "Always," "Object Move Only," and "Never."
- By toggling any of the three sound buttons, they will begin or end their specific track and kind of music or sounds. Ambient sounds can be considered background noise. For cities, the ambient sounds could include conversations, distant cries, bells, etc. The background music is the themed music for the time or specific tileset. Activating placed sounds will play the sound files placed within the area, but the toolset perspective must be close enough to the effective range of the sound file, which is explained in detail in Chapter 6, Part 2.

The Build Menu Bar Option: "Alt + B"

- The "Verify Area" option will tell the toolset to examine your area and let you know of any "Inaccessible Objects" that might cause problems. A list of the objects will appear in a separate pop-up window. Taking care of the problems that are present in this window is not required for the module to run, but it is recommended.

Visual 3B-III: Environment Menu: Build Area Window: Advanced Options:



- The "Build Area" option is recommended use to finalize and perfect your module. This option will tell the toolset to verify the area and search all the resources of your module and display anything that could use attention. Selecting every option available, the "Results" section will notify you of various things, including unused resources, scripts, and even object blueprints. This is one way you can search your module for certain things. For example, when I submit modules, or start to test them out myself, I include an amulet called "haste" that imbues the haste spell when worn at the start point for an area. Having haste while walking through areas can help expedite evaluations. It is important for people to test areas with a player character rather than a DM character because of the simple reason that DM characters do not set off triggers, hence the amulet to make up for the loss of the DM speed. If I have tested an area and wish to send a final version of it to the rest of the development team, I would not include the haste amulet. As you can see in Visual 3B-III, in the middle of the "Results" section, I now know that the haste amulet is not in the module because of the "Unused item blueprint: haste".
- Selecting "Area Statistics" will open a small window that will display how much space the area uses in terms of kilobytes. It will also break down this information in to "Model" and "Texture".

The Tools Menu Bar Option: "Alt + T"

- In the Tools menu there are four Editor shortcuts available, Conversation, Faction, Script, and Journal. Selecting any of these will load the respective Editor in a separate window.
- The "Options" selection will open the modules detailed option window. In each of the six groups of options, General, Area, Script Editor, Conversation Editor,

Sounds, and Language, there are various self-explanatory options that can be toggled and set.

The Wizards Menu Bar Option: "Alt + W"

- This menu option allows you to select any of the module wizards. For full details and several walk-throughs of these programs, please see chapter 4.

The Help Menu Bar Option: "Alt + H"

- The "NWN Web" option will open Explorer and link you to an outdated web page no longer used. The web page Bioware now uses is http://nwn.bioware.com
- Selecting "About" from the drop-down menu will open a separate window and display which expansion packs are installed and the "End-User License Agreement" terms

Quick Summary and Review:

- NWN toolset employs a system of icons to help make the toolset easier to use.
- Each toolbar can be hidden or shown through the View menu option.
- Each section of the Main Interface can be hidden or shown through the menu option
- Certain features in the toolset will help you to perfect your module, such as "Build Area".
- More help can be found at the Bioware home page, including forums.

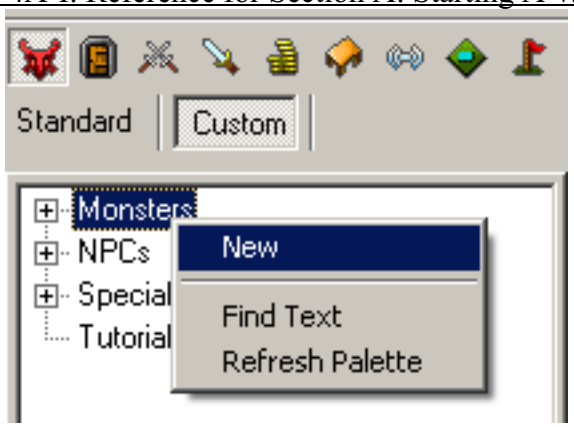
Chapter 4:
The Wizards and Editors

This chapter will examine the aspects of a Wizard and how to use one for creation of various objects and creatures for your module.

Section A: What is a Wizard and How is it Used?

A Wizard is a program in the toolset that will guide you through a specific process. There is one specific Wizard for each of the nine different placeables in the Palette. Right clicking on any Palette list under the "Custom" button, and selecting "New" from the pop-up menu, will run the Wizard for the placeable type selected. In the visual below, the "Monster" button and the "Custom" button are selected, and selecting "New" will start the Creature Creation Wizard. For details on the Plot Wizard, please see the NWN Vault at http://nwn.bioware.com/builders/plotwizard_tutorial.html

Visual 4A-I: Reference for Section A: Starting A Wizard:



- Section A-1: Walk Through of the Creature Creation Wizard:

Step 1: The first screen of the new window will let you know which Wizard it is. You can continue by clicking on the "Next" button, or exit the Wizard.

Step 2: The Wizard will ask you to choose what racial category out of 25 your creation will belong to. Click on "Next" when one is highlighted. In the next step, your creature will be given a 3D model as an example of the race, which can be moved in any direction with either mouse buttons and the mouse wheel.

Visual 4A-II: Reference for Section A-1: Step 3:

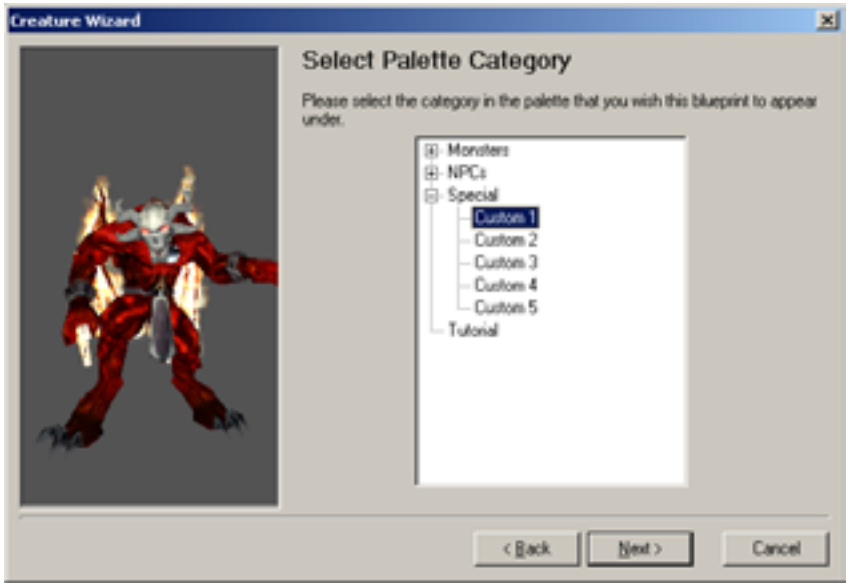
Step 3: This step will allow you to add two other classes to the creature. Each of the 38 classes can be adjusted up to level 40. Unfortunately, at this point the creature may not meet the requirements for certain classes, such as Assassin. To add a class, highlight it and click on the "Add Class" button, or simply double click the class. If you want to remove a class, click on the red "X" box to the right of the Level column. If you want to add a class that is beyond the creature's current proficiencies, that can be done later in the Classes tab of the Creature Properties window, which is explained in chapter 5, section B.

Step 4: In the next window, you can select your creature's gender, appearance, and portrait. The appearance drop-down menu has an extensive alphabetical list of every creature used in the game. One of the appearances not available in the Standard Palette list of creatures is "Mephistopheles," and "Mephistopheles, Large". You can change the portrait of your creature by clicking on the "Portrait" button, or double clicking the actual portrait, which will open another window that will allow you to search through every portrait in the game, depending on the limitations specified in that same window.

Step 5: The next step is to assign your creature's faction. There are four basic factions to choose from, Hostile, Merchant, Commoner, and Defender. Any custom made factions for this module will also be present here. These factions will determine your creature's attitudes towards the player and other creatures in-game. Hostile creatures will attack the player(s) and other non-Hostile aligned creatures, and represent what most humans call the "evil" part of the world. Merchant, Commoner, and Defender factions are neutral or even friendly towards player characters. Factions will be explained in more detail in Creature Properties, which can be found in Chapter 5, Section B.

Step 6: This next window has one field and asks you to enter the creature's name. This name will also be translated into the "Blueprint ResRef", which will be in all lowercase letters with no spaces, but only includes the first 16 characters or numbers. It is recommended to consider this field as the request for the resref, if only because changing the resref later requires extra steps than changing a Name or Tag. For an explanation and suggestions on naming conventions, see Chapter 2, Section A-2.

Visual 4A-III: Reference for Section A-1: Step 7:



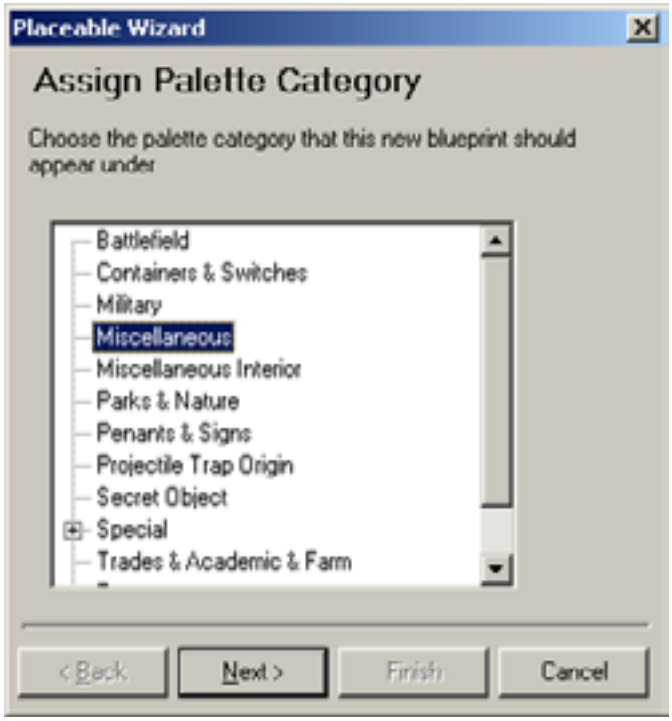
Step 7: "Select Palette Category" will ask you where to place the creature in the "Custom" creature palette lists. To easily find your creature later, I recommend putting the creature under any of the "Special" categories. However, for online submission, it is best to ask the development team if they have any preferences. If every builder stuck their custom creatures in the "Custom" slots, DM's might have trouble selecting creatures for specific in-game things if the only reference for the creature was the name.

Step 8: This window displays a general review and summary of the creature, including challenge rating, and scripts used.

Step 9: The Wizard is now complete, and the creature will be created in the Palette when you click on "Finish." You also have an option to check the box "Launch Creature Properties" on exit of the wizard. This will open the detailed properties for your creature in a separate window. For an explanation of the Creature Properties window, see Chapter 5, Section B.

- Section A-2: Placeable Creation Wizard Walk Through:

Visual 4A-IV: Reference for Section A-2: Step 1:



Step 1: The first screen in the new window of the Wizard will ask you to select a category to set your object under when it is created. This will be true for all Creation Wizards, and will be the first step of most of them.

Step 2: Next, you will be asked to name the placeable. As with the Creature Wizard previous, it is recommended to consider this prompt as the request for the resref of the placeable.

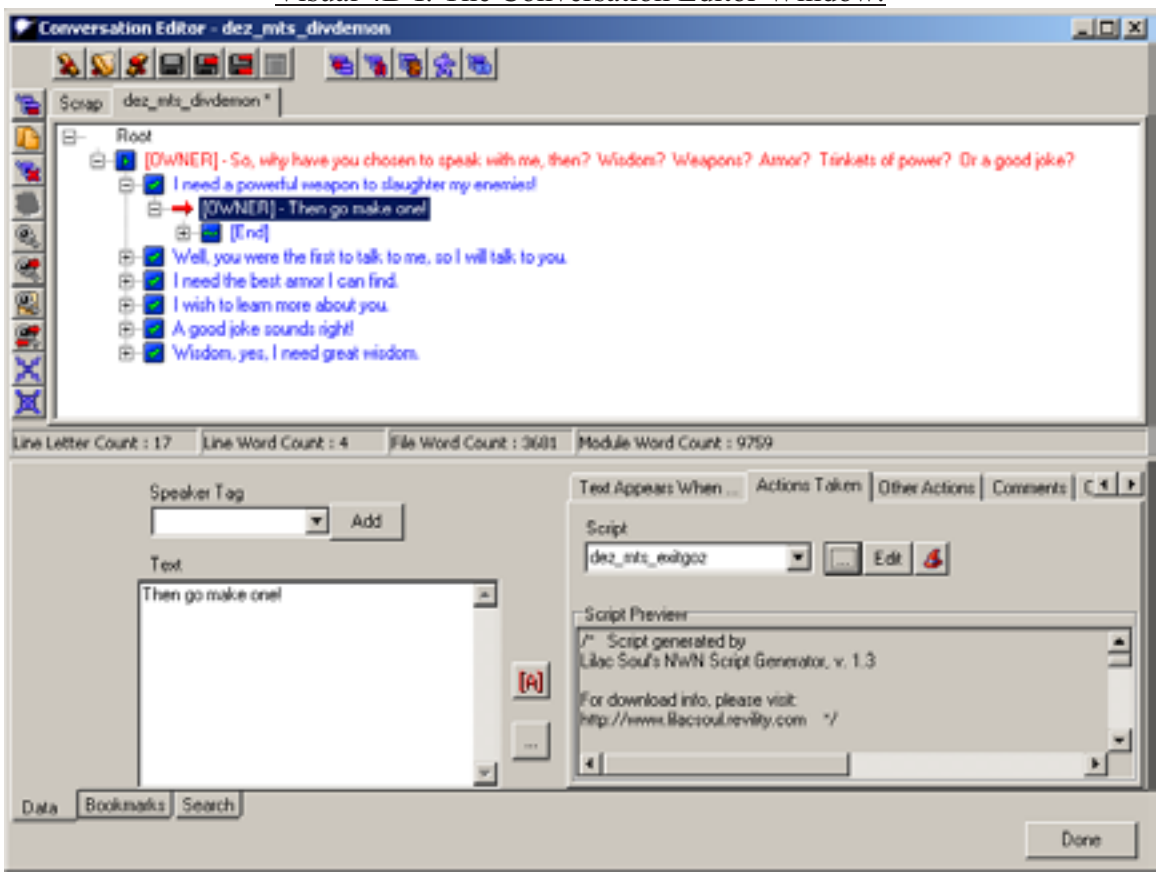
Step3: This is the end of the Wizard. Editing this placeable will require you to right click on the object and select "Edit" from the pop-up menu. Object and Placeable properties will be covered in detail later in Chapter 6.

Section B: The Editors

Another aspect of the toolset is the collection of Editors. There are four editors that can be accessed from the Tools menu bar, Conversation, Faction, Script, and Journal. Each Editor can be found through other various menus and options. Selecting any of the four from the Tools menu bar will open the Editor in a separate window. Because these tools are not designed like Wizards, you will not be given the same level of help, such as prompts and step-by-step methods of editing.

- Section B-1: The Conversation Editor

Visual 4B-I: The Conversation Editor Window:


Conversation Editor - dez_mts_divdemon
Scrap
dez_mts_divdemon *
Root
[OWNER] - So, why have you chosen to speak with me, then? Wisdom? Weapons? Armor? Trinkets of power? Or a good joke?
I need a powerful weapon to slaughter my enemies!
[OWNER] - Then go make one!
[End]
Well, you were the first to talk to me, so I will talk to you.
I need the best armor I can find.
I wish to learn more about you.
A good joke sounds right!
Wisdom, yes, I need great wisdom.
Line Letter Count : 17
Line Word Count : 4
File Word Count : 3681
Module Word Count : 9759
Speaker Tag
Add
Text
Then go make one!
Text Appears When ...
Actions Taken
Other Actions
Comments
Script
dez_mts_exitgoz
Edit
Script Preview
/* Script generated by
Lilac Soul's NWN Script Generator, v. 1.3
For download info, please visit
http://www.lilacsoul.nevility.com */
[A]
Data
Bookmarks
Search
Done

One of the quickest ways to start using the Conversation Editor is to right click on any existing conversation and select “Edit,” or right click on the Conversation group of the Module Content Interface Panel and selecting “New” from the pop-up menu to start a new file. The “Module Contents” section is located on the left side of the Main Display. If it is hidden, you can unhide it from the View menu bar by selecting “Interface Panels” and “Module Contents”. This list contains all objects, creatures, conversation, and scripts for the currently selected area.

Once in the Conversation Editor with a previously written conversation, the screen may look much like Visual 4B-I above. There are three main sections to the editor. The top half consists of three toolbars and a display of the conversation tree. The

bottom half has two sides. On the right are the Text and Speaker details. The left side has extra options that can be chosen from several tabs.

- Top Half of the Editor:

The top right horizontal toolbar has two groups to it. The left half holds the "New," "Open," "Close," "Save," "Save As," and "Options," buttons. The "Options" button will open another window with details and text color options. The second group will highlight various aspects of a conversation, such as sounds or animations. See Visual 4B-II below for reference.

Visual 4B-II: Conversation Editor: Top Half Horizontal Toolbar:

Visual 4B-III: Conversation Editor: Top Half Vertical Toolbar:

- Adds a line of text under the currently selected line
- This button copies a single line to the clipboard
- Cuts the currently selected line out of the conversation tree
- This button pastes a copied line to the bottom of the current column
- Opens a separate window to search for specific text
- This will search for the next occurrence of specified text
- This search will expand to other files
- This is a search and replace text button
- This button will expand the conversation tree completely
- The last button will close the tree to one line

Under the display for the conversation tree is a text bar that shows word size and other data about the conversation, much like Visual 4B-IV below.

Visual 4B-IV: Conversation Editor: Conversation Data:

- Bottom Half of the Conversation Editor: Data Tab:

In the bottom right of the window, there are three tabs to choose from, "Data," "Bookmarks," and "Search." Of the three, "Data" is the only one I have found a use for so far. In the drop-down menu of the "Speaker Tag," you can select the tag for the creature who will speak the text in the box below. The text of the line can also be edited from the large box.

On the left side are other options with five different tabs for selection.

- "Text Appears When" will allow you to set a script as a condition for the text to appear, but can also work in conjunction with the point in the conversation.
- "Actions Taken" will fire a selected script after the conversation reaches that point in the tree.
- "Other Actions" will open the actions of the conversation to playing certain animations for the speaker, play a sound, or even activate the journal.
- "Comments" is a simple field to place any desired comments.
- "Current File" offers more scripting options, along with a "Camera Zoom" feature that is activated by default.

As with most script selection fields, the "…" button will display a list of all scripts constructed in the module, instead of choosing a particular script from hundreds in the drop down menu.

- Section B-2: The Script Editor

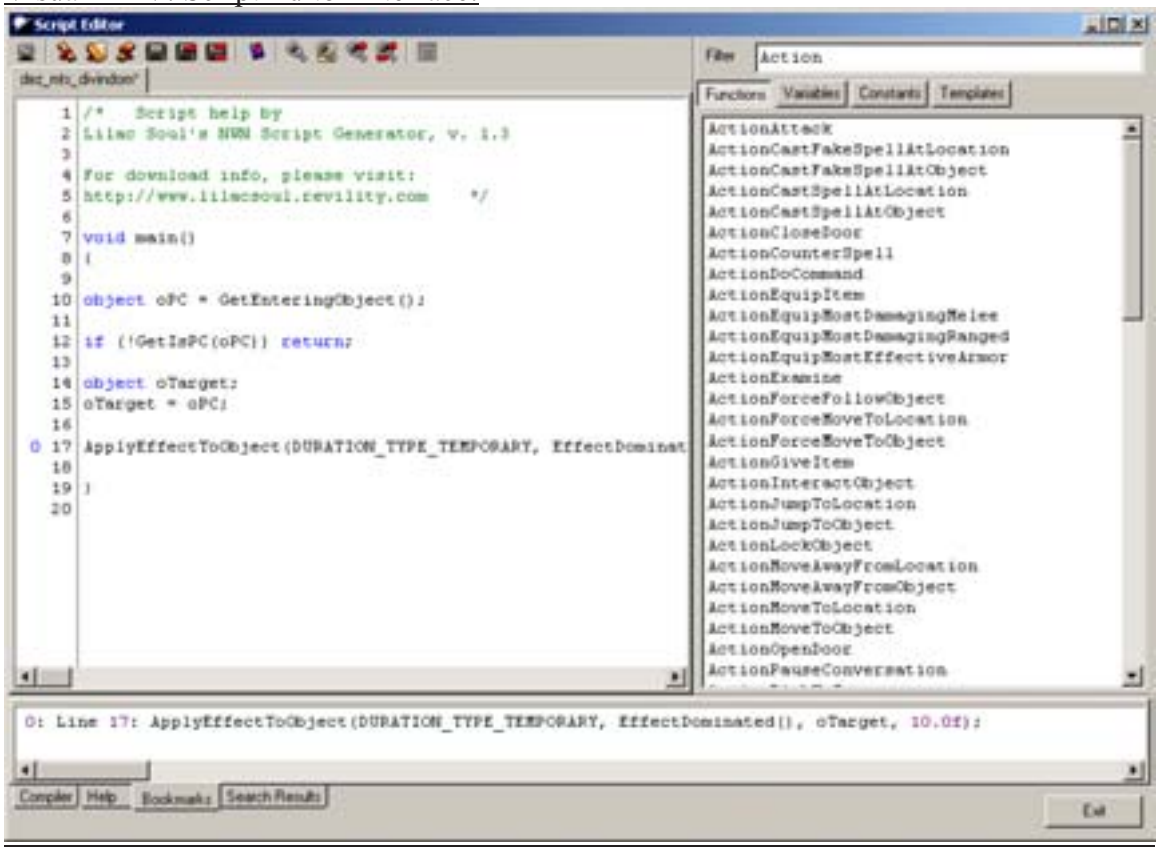
This editor is basic, as seen in Visual 4B-V below, but comes organized into categories and lists all available material. The top right toolbar has the standard "Save," "Save As," etc, options. The "Save and Compile" button on the far left of the top toolbar will save the script, or open a new window for you if it is a new script to save as, and then compile the script. When a script compiles, the toolset constructs the script into actions it will perform. If there are any errors found, the script will not be usable. It will, however, list the errors in a screen at the bottom of the window, letting you know where to find them.

Another useful feature is the "Bookmark" button . When the curser is on any line in the main display of the script, pressing this button will copy that line to the window below the main display, which can then be viewed by choosing the "Bookmarks" tab at the bottom of the window.

On the right hand side of the Script Editor is a listing of all the available aspects of the NWN toolset scripting previously used in the game. They are organized into "Functions," "Variables," "Constant," and "Templates." You can also search any of these four categories for a specific word or letters by typing into the "Filter" field above the lists. Clicking on any of the listed names will display an outline for that subject in the window below the main display in the "Help" tab.

- For more details on scripting, please see Scripting Examples.

Visual 4B-V: Script Editor Interface:



- Unfortunately, I have not used the Journal Editor. You can visit the NWN Bioware web page for a large forum that may answer other questions.
- For details on the Factions Editor, see Chapter 5, Section B, Page 34.

Quick Summary and Review:

- Every aspect of the toolset has a Wizard or an Editor to help you through the creation process.
- The Wizards and Editors can be accessed through the menu bar or by right clicking in certain fields of the Main Display and Interface Panels.

Chapter 5:
Creatures and NPCs

Section A: Selecting and Placing

This chapter will cover creatures in detail, going over creation and editing with the property tabs. Each tab will also be explained in detail with visual references.

- Section A-1: Selection and Placement of Creatures:

Visual 5A-I: Palette Menu:

After selecting the red icon on the Palettes menu , two headings appear under the "Standard" option: "Monsters" and "NPCs" (see Visual 4A-I above). Clicking on the "Monsters" heading will show 13 other alphabetized sub-categories of creatures to choose from; Aberrations, Animals, Constructs, Dragons, Elementals, Giant, Humanoid, Insects, Magical Beasts, Miscellaneous, Planar, Shapechangers, and Undead. Clicking on any of these sub-categories will show the names of all creatures in that category available for placement. For one or two hidden appearances, see the Hits and Tips section under "Secret Appearances", or see Chapter 4, Section A, Step 4, of the creation wizard for objects.

Visual 5A-II: Standard and Custom Palette Selection Buttons:

Standard Palette? This is a list of pre-made material provided by the toolset (all of which have been used in the game at some point). Right clicking anywhere on the names in the Standard Palette with open the "Find Text" window. This window will allow you to input a name or group of words to search for from any list in the Standard Palette. If the search found what you entered, it will take you to it, even if the target is outside of the current type of objects (creatures, waypoints, merchants, etc).

Custom Palette? Selecting "Custom" will show the list of user-defined objects. Obviously, if you have not made anything, nothing placeable will be shown. To create a

custom creature or object, right click on any of the categories under the "Custom" listings. A separate window will open. This new dialogue box will be a Creation Wizard for the particular category selected (see Chapter 4 for more details). Once done with the creation wizard, the newly created object will appear under the "Custom" listings. It can now be placed into the module.

What's the difference between a "Monster" and a "NPC"? A monster is the classic example of an adventurer's diet: experience. These are things for the player to destroy or overcome, while "NPCs" (non-player characters) are usually friendly or neutral humanoid characters, such as elves, or dwarves. However, this does not mean the friendly creatures in the game are limited to the creatures in the "NPC" lists. Any "Monster" or "NPC" can be set to interact with the player in any mood or level of hostility; one method to change creature/player relations is to edit faction, which will be covered on page 34.

To place anything from the "Standard" Palette into the area, simply left click on the name. As with terrain features, back in chapter 1, the mouse icon becomes a transparent version of the object selected, for most Palettes. The default stance for any creature placed is a "flat footed" or the "at rest" pose. In the properties window for creatures, the creature animation continues until the window is closed. Once placed, the creature animation does not continue. The creature or object can be rotated to face any direction, by using the clockwise and counterclockwise buttons, located on the Main Display Navigation toolbar (see Visual 4A-III below)

Visual 5A-III: Creature/Object Rotation Buttons:

Quick Summary and Review:

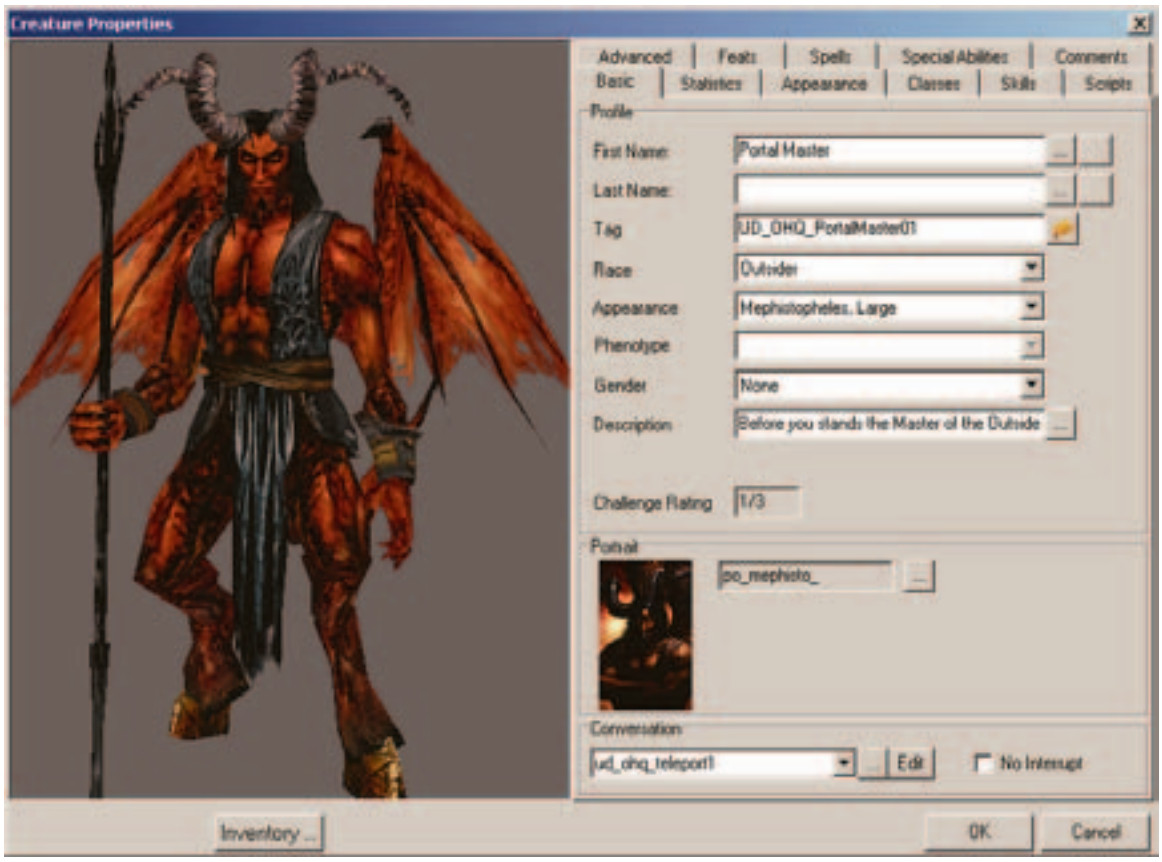
- The Palette consists of two types of objects: "Standard" and "Custom".
- The "Standard" Palette lists all placeables previously used in the NWN game
- The "Custom" Palette lists all placeables you have created for the module
- The ten different Palette categories, from terrain to waypoints, can be viewed by choosing their respective icons.
- You can "Import" and "Export" any placeables and scripts, labeled by the toolset as a Resource for the module, in between various other modules.

Section B: Creature Properties Window

- Section B-1: Monster Property Tabs:

Once placed into the module, you can edit the properties of each creature. To view the "Creature Properties" window, right click on the desired creature in the Main Display, and select "Properties" from the pop-up menu. In this window, there is far more details than one window alone can display. To navigate between the different categories of properties, select the appropriate tabs in the top right of the window. To edit the inventory of the creature, click on the "Inventory…" button below the Creature Display on the left.

Visual 5B-I: Monster Properties: Tab:



Basic Tab Group: Profile:

- The First Name and Last Name fields are seen by the players in-game. Specifically, the First Name only will appear next to portrait listings of group members. The First Name and Last Name will appear when the player moves the mouse over the target, or presses the Tab key.
- The Tag field allows you to change the Tag quickly. The button at the end of the Tag field assigns a unique tag automatically.

- The Race drop-down menu assigns a particular race to the creature. This is important to define, as some weapons have greater effects against certain races.
- Phenotype is a special field for advanced builders. It appears this may require hak packs, but can be rewarding. The Bioware forums can be more helpful on this subject in implementation and uses. One such thread can be viewed at http://nwn.bioware.com/forums/viewtopic.html?topic=338651&forum=48 .
- The Gender field assigns Male, Female, Both, Other, and None.
- The Description of the Creature is the text that will appear in a separate in-game window when the creature is examined. The field is only one row wide. To edit the description in a larger window, click on the "…" box at the end of the field.
- A Challenge Rating describes the overall power of the creature in relation to the player, taking into account: statistics, spells, feats, and equipment. Or, in other words, it is a gauge of strength or power required to defeat the creature.

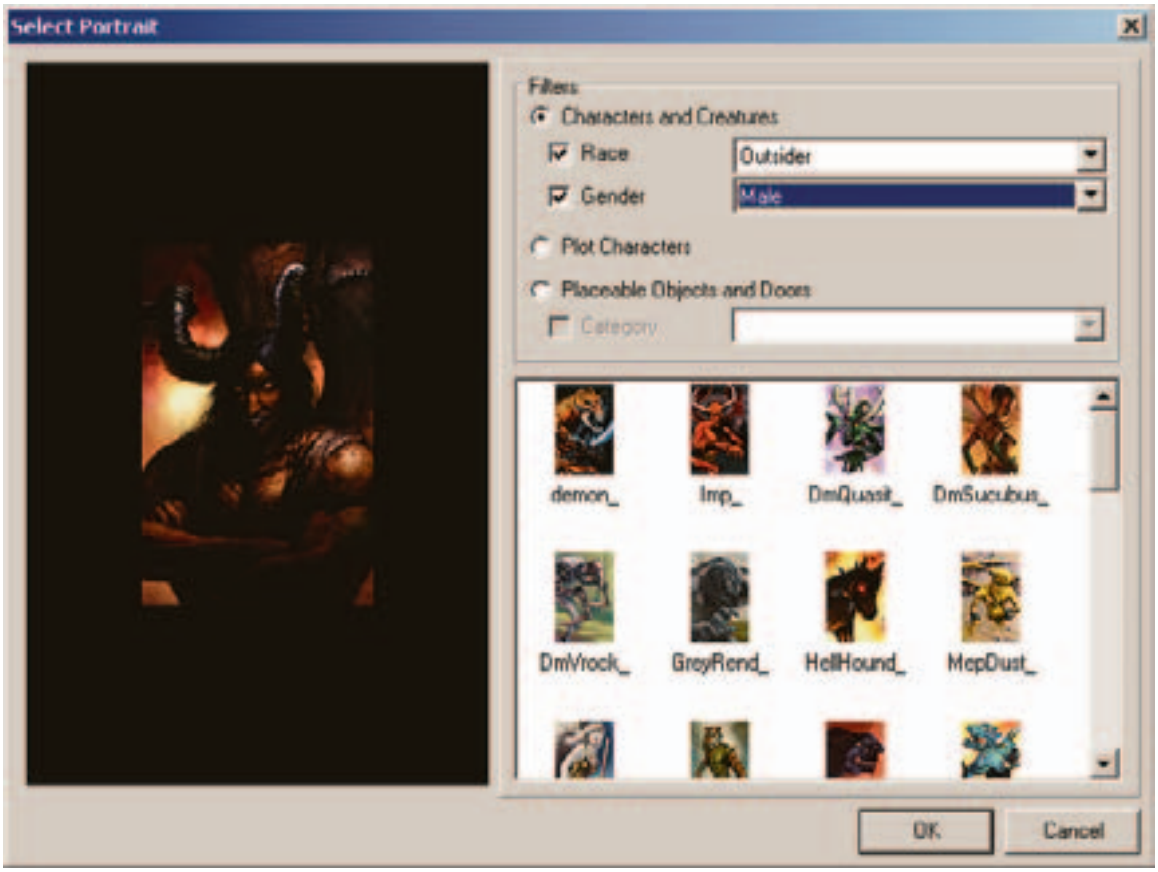
Basic Tab Group: Portraits:

- Clicking once on the current portrait will open another window for even more options and easy navigation for selecting a specific portrait; see Visual 4B-V below.
- Clicking on the "…" box next to the grayed-out field with the name of the portrait will

Basic Tab Group: Conversation:

- This drop-down menu allows you to select a specific conversation from a list of pre-written files. This list includes every conversation used in NWN. To find a list of conversations created by a user of the toolset, click on the "…" button. To enter the conversation editor, click on the "Edit"

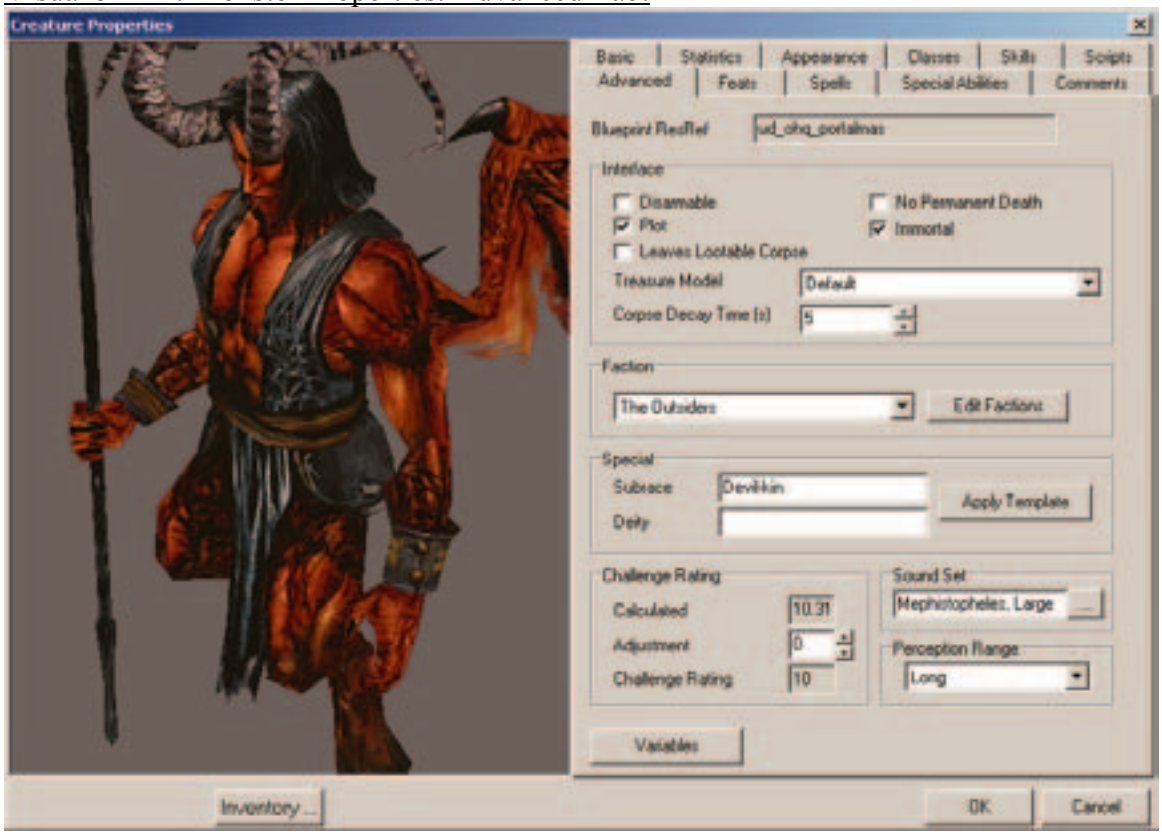
Visual 5B-II: Monster Properties: Basic Tab: Portraits:



Basic Tab Group: Portraits: Portraits Window:

- This window allows for a specific display of certain portraits. By selecting one of the three groups, Characters and Creatures, Plot Characters, or Placeable Objects and Doors, portraits specific to those groups will appear in the white box below the options. The Characters and Creatures group can also sort portraits by race or gender. To select a desired portrait, click on one of the available portraits in the white field below the options. A blown up version of the portrait will appear on the left side of the window.

Visual 5B-III: Monster Properties: Advanced Tab:



The Advanced tab begins by displaying the "Blueprint ResRef", which cannot be changed, but is assigned at creature creation with a Wizard; see Chapter 4 for the Creature Creation Wizard)

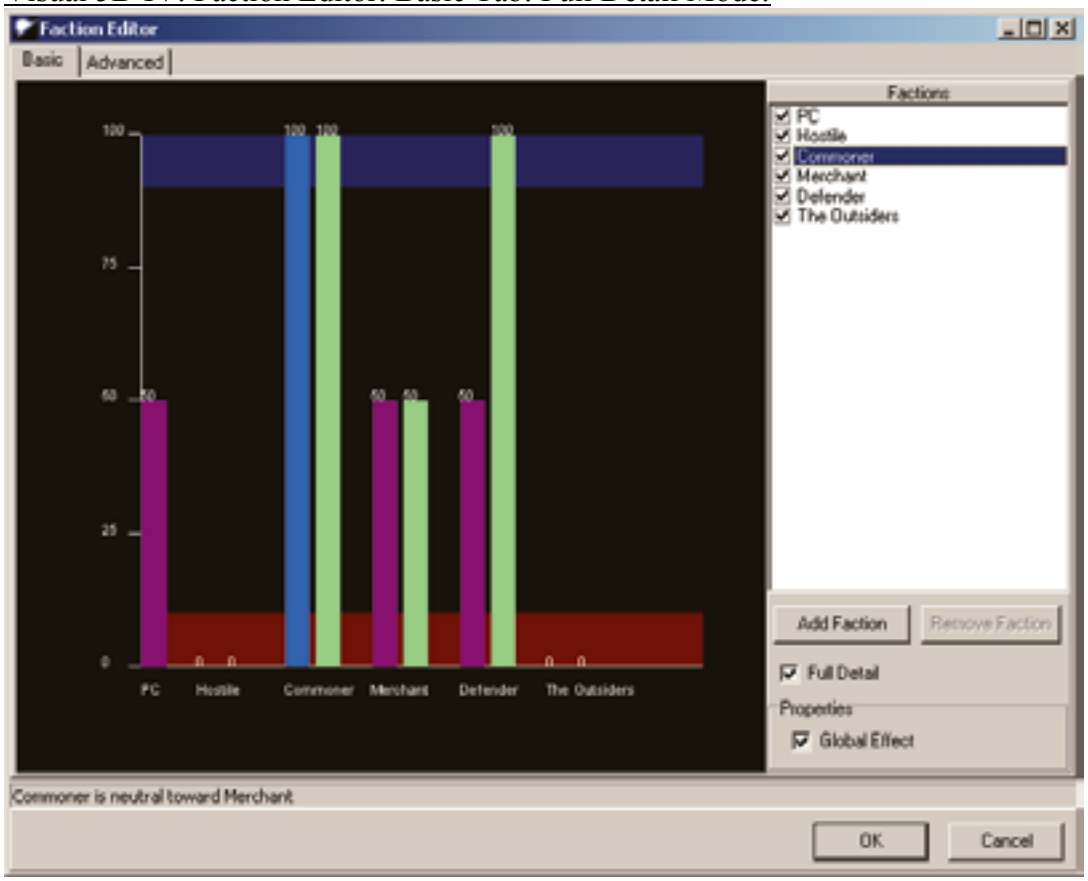
Advanced Tab Group: Interface:

- There are several boxes that can be checked to add or remove properties for the creature: Disarmable, No Permanent Death, Plot, Immortal, Leaves Lootable Corpse.
- Disarmable means the creature can be disarmed by a player succeeding in a disarm check against it. It is recommended to keep in mind the disarm question when considering to allow a gnome or small player to disarm a giant.
- The Plot selection will render any attempt to harm the creature utterly ineffective.
- No Permanent Death
- Being Immortal grants the creature safety from dying. No matter how much damage the player does to it, the creature will live on.
- When choosing if the creature should leave a lootable corpse, you can set Corpse Decay Time in units of seconds, as well as choose which Treasure Model from many out of a drop-down menu.

Advanced Tab Group: Faction:

- A faction is an affiliation that has specific relations to other factions. Every creature has a faction. The drop-down menu has a small list of the current available factions. If desired, a new faction can be created and tailored to complicated relations. To begin the creation of a new faction, or to view the details on existing factions, click on the "Edit Factions" button. This will open a new window; see Visual 4B-VII below. Advanced Tab continues after Factions are explained, below Visual 4B-VIII.

Visual 5B-IV: Faction Editor: Basic Tab: Full Detail Mode:



Creature Properties: Advanced Tab: The Faction Editor: Full Detail Mode: Basic Tab

- To engage the "Full Detail" mode of the faction editor, check the "Full Detail" box located in the bottom right of the window.
- Click on one of the factions listed in the white box on the right side of the window. Note that the faction PC cannot be selected as it is for comparison only.
- The Faction Editor shows a bar graph displaying the PC's relation to each faction and again with the highlighted faction in relation to the other factions. The Y axis gauges the relation towards friendly or hostile by numbers, 0 to 100, 100 being friendly. The X axis lists each faction by name.
- In the Visual 4B-VII above, the faction highlighted is the Commoners. For each faction, other than the PC, two vertical bars will appear. The first bar shows the relation of the chosen faction to the faction of the particular column. The second

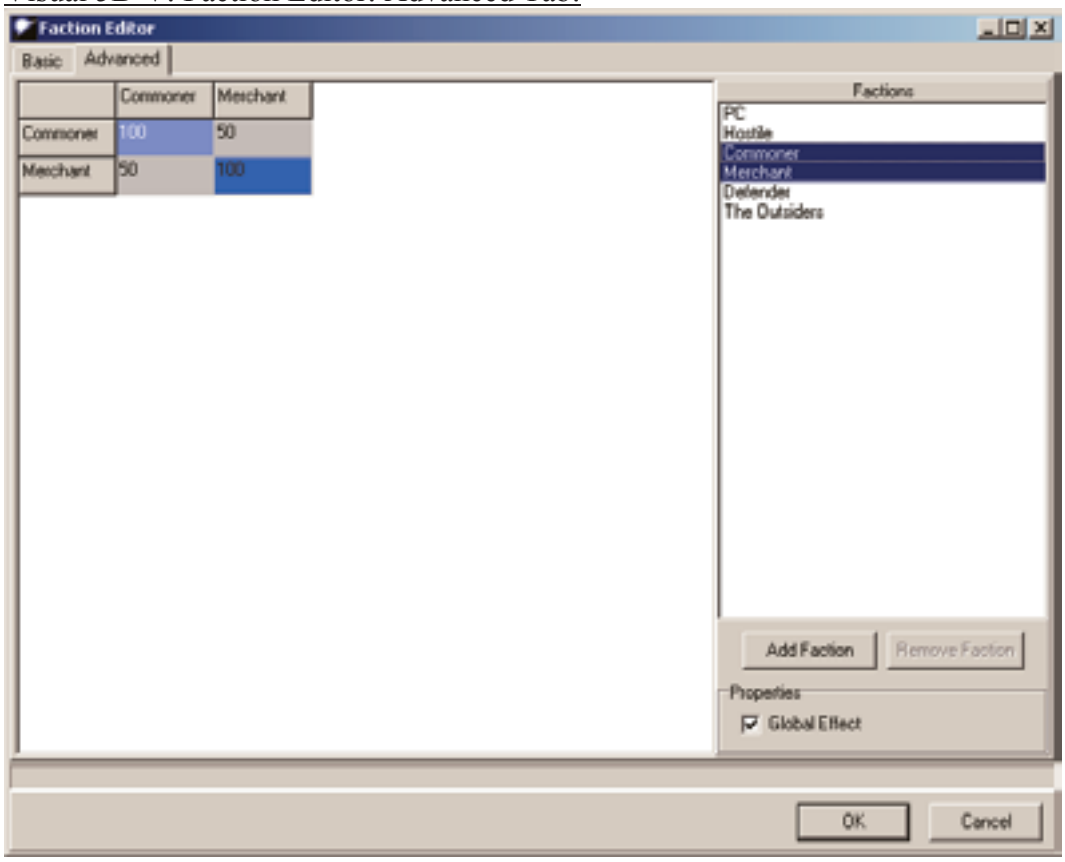
bar shows the relation of the faction in the particular column in relation to the chosen faction.

- The thick red horizontal bar at the bottom of the display, and the blue bar at the top of the display, indicate precisely when a faction will enter hostile or friendly relations. If a faction is set anywhere in between these factions, they are neutral to the respective affiliations.
- For example, clicking on the first vertical bar in the Merchant column will post text just below the display; "Commoner is neutral toward Merchant" because the first bar is at the neutral, or 50, mark. The lower the first bar goes toward hostile, or 0, the redder it will become, vise versa towards friendly, or 100. The second bar will post the text "Merchant is neutral toward Commoner" just below the display, which effects the Merchant affiliated NPC's reaction on detection of the NPC(s) affiliated with the Commoner faction.
- The bars can be adjusted as desired by click and holding the mouse icon over one of the vertical bars. Note that, to make one faction hostile to another, the hostility is not reciprocated unless you specify by adjusting the appropriate bar. For example: moving the first bar in the Merchants' column to hostile, or 0, will change the Commoners' reaction to the Merchants from neutral to hostile, but the Merchants are still hold neutral relations to the Commoner faction. What will happen in-game will be every Commoner affiliated NPC will attack every Merchant affiliated NPC on sight, but the Merchants will not attack the Commoners.
- If desired, a faction can be set to be hostile towards its own members by adjusting its own column to hostile. Note that adjusting either bar in the same faction as the highlighted faction will cause both bars to move simultaneously.

Creature Properties: Advanced Tab: The Faction Editor: Advanced Tab:

- The Advanced tab shows the same faction information as the Basic tab, but with cells organized in rows and columns; see Visual 4B-VIII below. The rows show the actual faction, and each column shows their relation to that column's faction. For example; in Visual 4B-VIII, the Commoner row shows that they are friendly to each other, and neutral to the Merchant faction. The first cell, in the first row and first column, shows the faction's relation towards itself and appears as a lighter shade compared to the other colored cells.
- Highlighting any one faction will not show any relation other than to itself.
- To see the relations between two or more factions, click and drag over the desired factions.
- To select specific factions, hold the "Ctrl" key and click on the desired factions.
- Friendly factions will be colored blue, neutral gray, and hostile are set to red.
- Clicking on the desired cell and editing the value can change the relations to other factions.

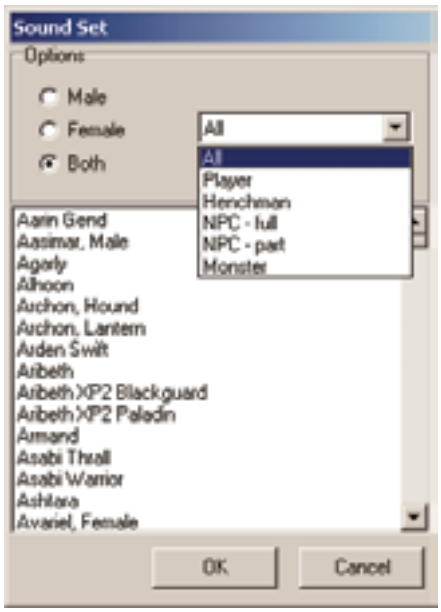
Visual 5B-V: Faction Editor: Advanced Tab:



Monster Properties: Advanced Tab Continued: Advanced Tab Group: Special:

- The Special group allows you to assign a sub-race and deity. These sections used more of as a note to other people viewing this creature than setting actual properties or effects.

Visual 5B-VI: Advanced Tab: Sound Set:



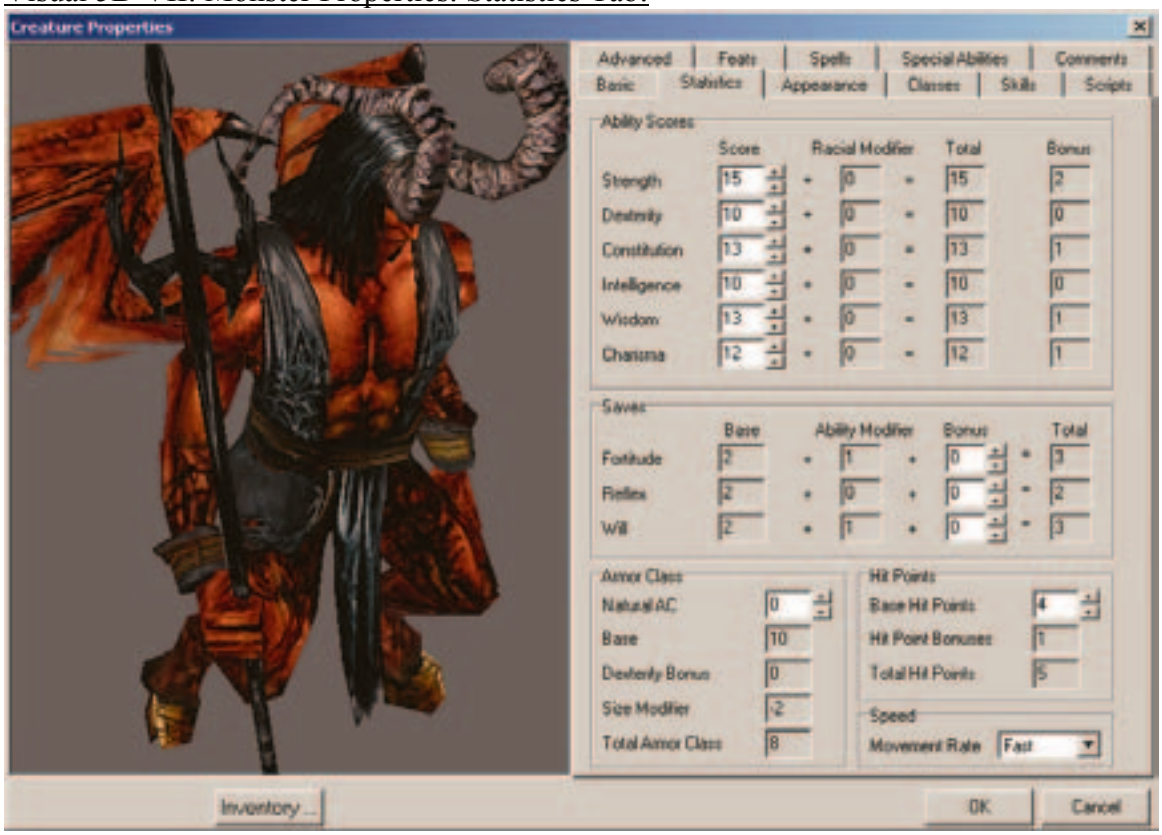
Advanced Tab Groups: Sound Set:

- Choosing a sound set gives the creature more life to it. To change the sound set, click on the "…" button to the right of the Sound Set. This will open a separate window that lists all the available sound sets; see Visual 4B-IIX.
- To help narrow the selection, you can choose to display male or female voices only.
- Further options are available from a drop down menu to help narrow the selection.
- Clicking on one of the listed names will play the first in a number of sound files linked to that voice. Clicking multiple times on one voice set will continue down a list of files for that voice.

Advanced Tab Groups: Perception Range and Challenge Rating:

- The Perception Range is the level at which the NPC or creature will be able to detect a player or other creature, and respond according to faction settings. The range of perception is Short, Medium, Long, Default, which can be selected from a drop-down menu.
- In the Challenge Rating group, there are three display boxes: Calculated, Adjustment, Challenge Rating.
- The Calculated box shows the toolset's guess on the creatures CR (Challenge Rating) based on the creatures unique properties and equipment.
- The only box of the three that can be edited is the Adjustment, which will add or decrease CR points when any are assigned by clicking the up or down arrows, or by entering a value in the field.
- The Challenge Rating box displays the current CR, adding both the Calculations and Adjustment boxes together.

Visual 5B-VII: Monster Properties: Statistics Tab:

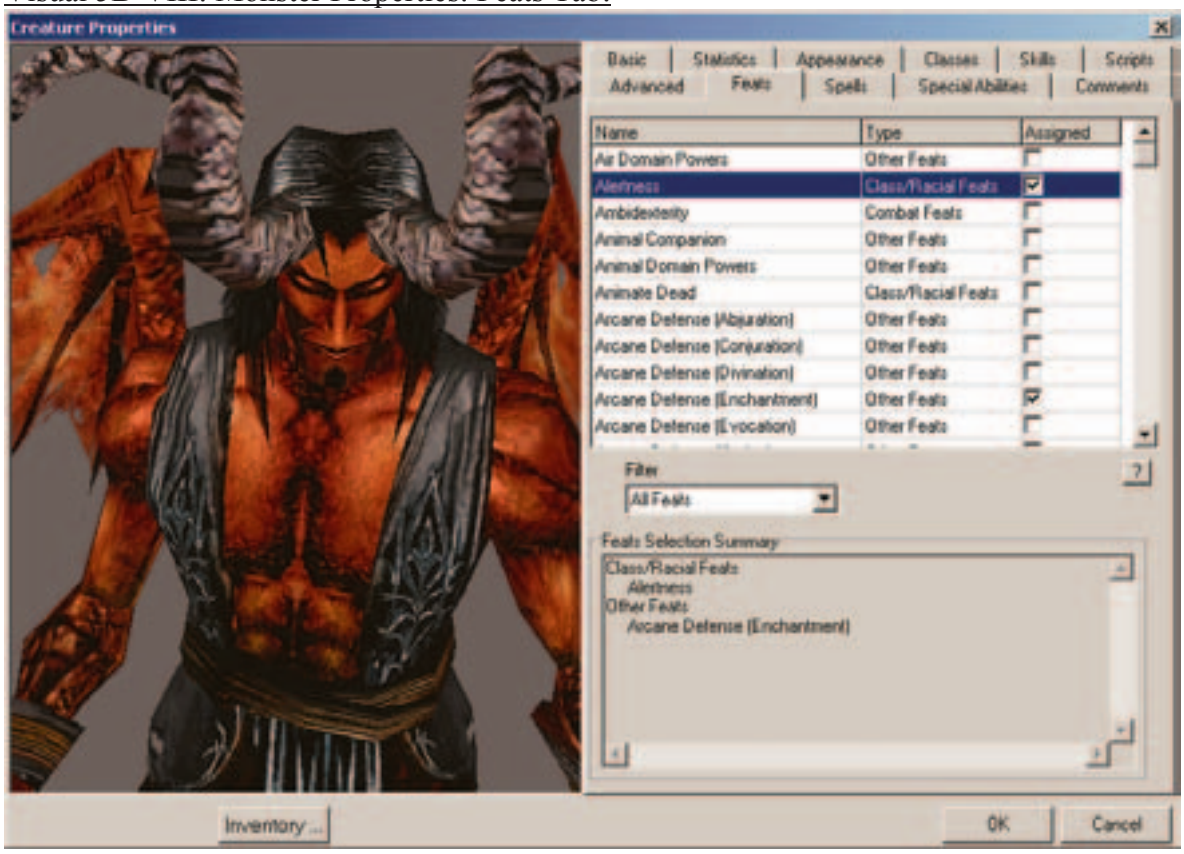


Statistics Tab: Ability Scores Group:

- Each feature of a creature can be categorized under one statistic. These statistics are the foundation for most RPGs (Role Playing Games) characters.
- Strength governs physical prowess and is associated with melee damage and maximum weight carried.
- Dexterity is the emphases for speed and reflexes, and adds to the armor class rating.
- Constitution determines the strength of body, usually regarding resistances to poisons or disease.
- Intelligence and Wisdom are interchangeable concepts, and the only pair of statistics that are not universal in understanding and use between different games. For Neverwinter Nights, Intelligence is a measure of understanding information, such as magic, and how well one can process it. Defined in the NWN character creation menu in-game, the Wisdom score governs a character's common sense, willpower, perception, and intuition, and is used in a variety of ways.
- Charisma describes the level of physical charm other players and creatures see, and is, oddly enough, a primary statistic for some classes.
- These statistics can be modified in the white Score column with the up or down arrows next to the field, or by manually entering a value.
- The three columns to the right of the Score are Racial Modifier, Total, and Bonus. The Racial Modifier pertains to special conditions for each race. For example, the

halfling or gnome races have a maximum strength cap that is below the cap for orcs. This is a limit designed to set races apart from each other with bonuses and weaknesses for choosing a particular race. This is also what diversifies the world, and adds to the balancing of races in relation to each other. In most games, including NWN, statistics are in comparison to human standards.

Visual 5B-VIII: Monster Properties: Feats Tab:

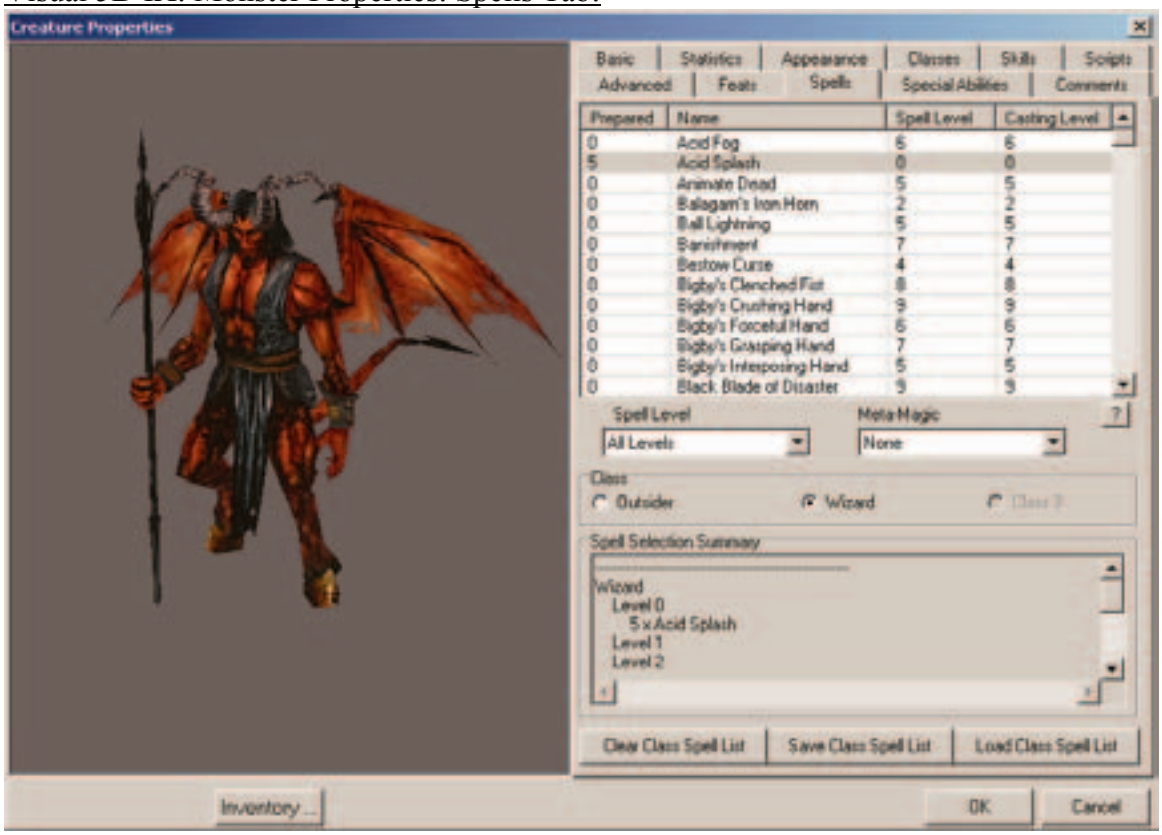


Every player and creature in the game has a list of available skills, which are called Feats. In the "Feats" tab in the Creature Properties window, you can assign specific feats to a creature. You can also set a filter for the list, rather than displaying the hundreds of available Feats in the game. The "Feats Selection Summary" window categorizes all feats the creature is granted into their respective groups.

Monster Properties: Appearance Tab:

Monster appearance cannot be modified for pre-made creatures on the "Standard" Palette. To fully customize your creature, you will have to create a new creature/monster by changing to the "Custom" Palette, right clicking on anything in the list, and selecting "New" from the pop-up menu. See Chapter 4, Section A, for more details in the Creature Wizard.

Visual 5B-IX: Monster Properties: Spells Tab:

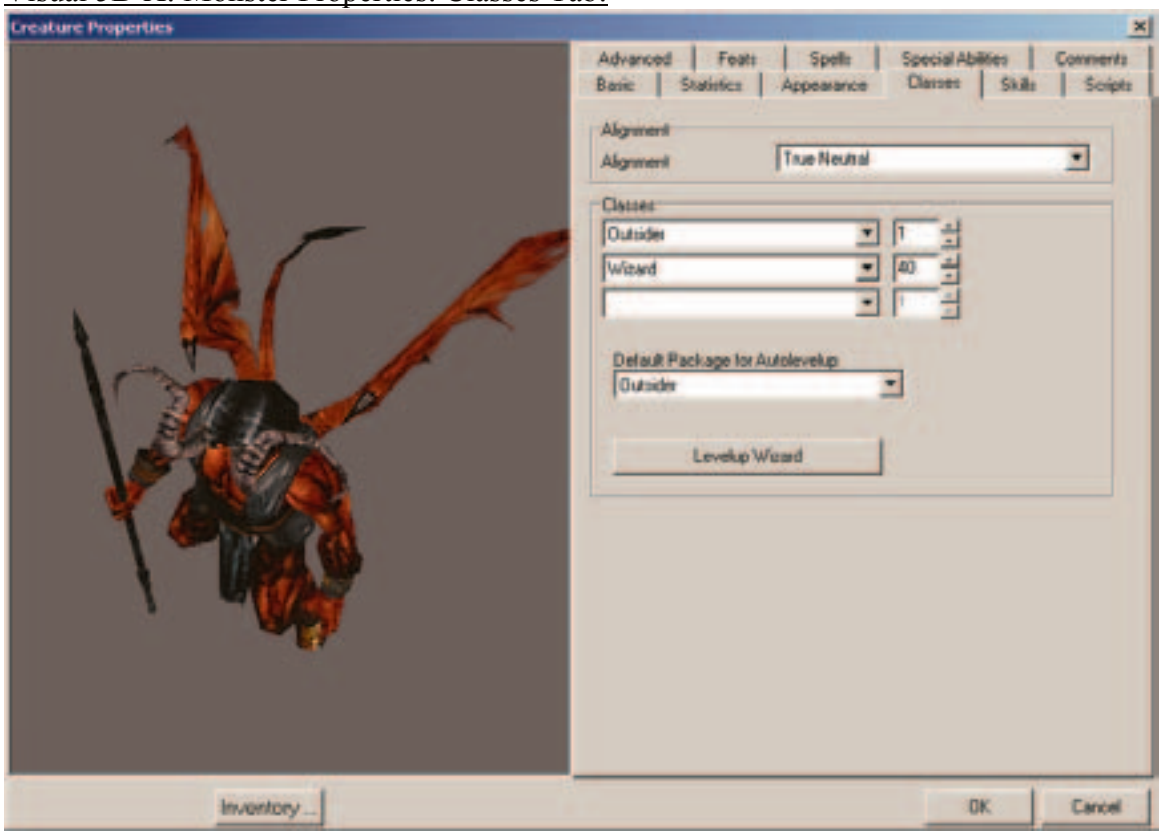


Creature "Spells" tab displays the creature's current available spells for use and the level of any particular spell to be used. The first display simply lists every spell available in the game, and the relation, if any, to the creature. The numbers can be modified by clicking in the "Prepared" column for the row of any particular spell. For a creature to be able to use spells, one of the three classes a creature has must be able to use magic, such as Wizard or Cleric. If the creature does not have any class capable of using spells, you can go to the "Classes" tab and add any desired magic-user class, as explained under the next Visual. You can change which class spells to use by clicking on any of the three classes listed in the "Class" group in the middle of the "Spells" tab window.

You can also filter the levels with selecting the desired level from the drop-down "Spell Level" menu. The "Meta-Magic" drop-down menu will also list other higher-level powers of magic. At the bottom of the window, there are three buttons to do quick changes.

- "Clear Class Spell List" will clear the list.
- "Save Class Spell List" will open another window for you to save the current selection to file.
- "Load Class Spell List" will allow you to load a previously saved spell list for the creature.

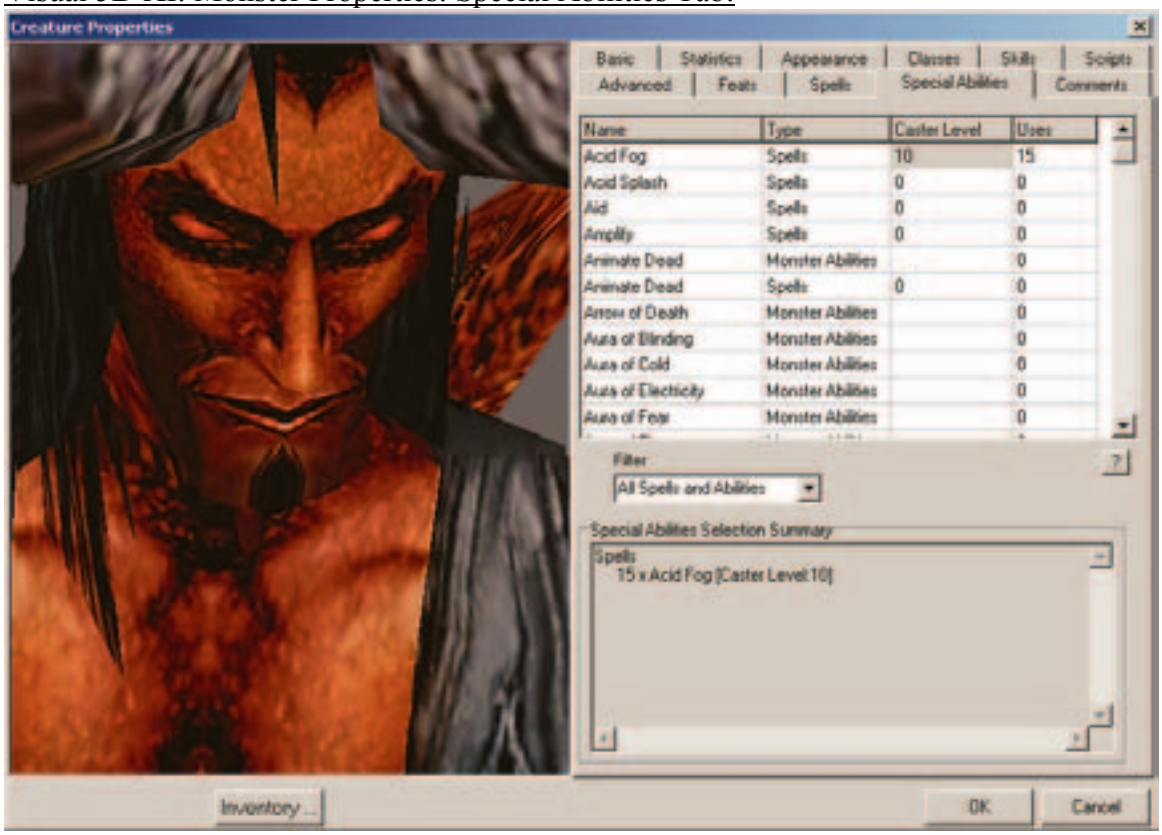
Visual 5B-X: Monster Properties: Classes Tab:



This tab edits the "Alignment," "Classes," and the preferred structure for leveling up the creature. All three groups use the drop-down menus, and the "Classes" group also allows you to adjust the level of each particular class assigned to the creature, to a maximum of 60 for each class. Note: in-game players can only level up to 40 with the recent expansion pack.

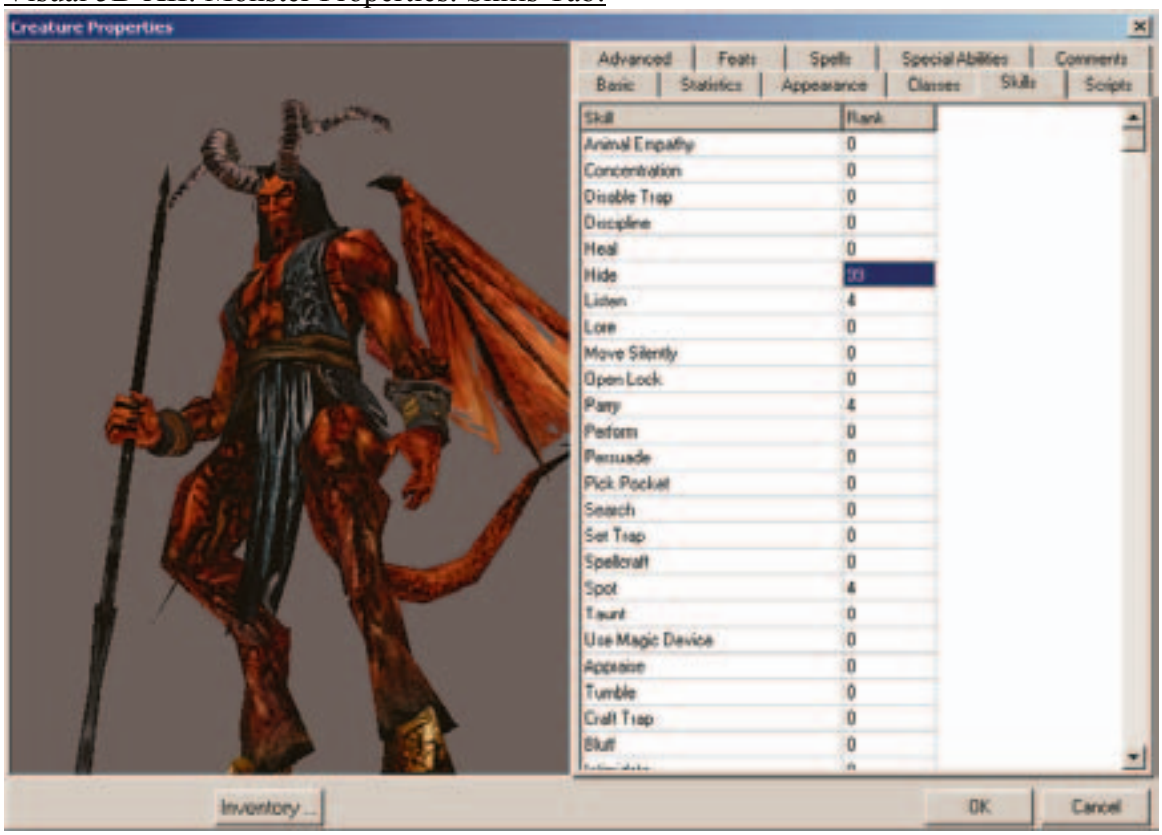
Once you have selected the classes to be used, and assigned levels, choose a desired "Package" from the drop-down menu "Default Package for Autolevelup." This is a focus for points and skills during every level-up distribution. The last step to actually setting these skills for levels is to click on the "Levelup Wizard" button, which will automatically level-up the creature with out any further requirements.

Visual 5B-XI: Monster Properties: Special Abilities Tab:



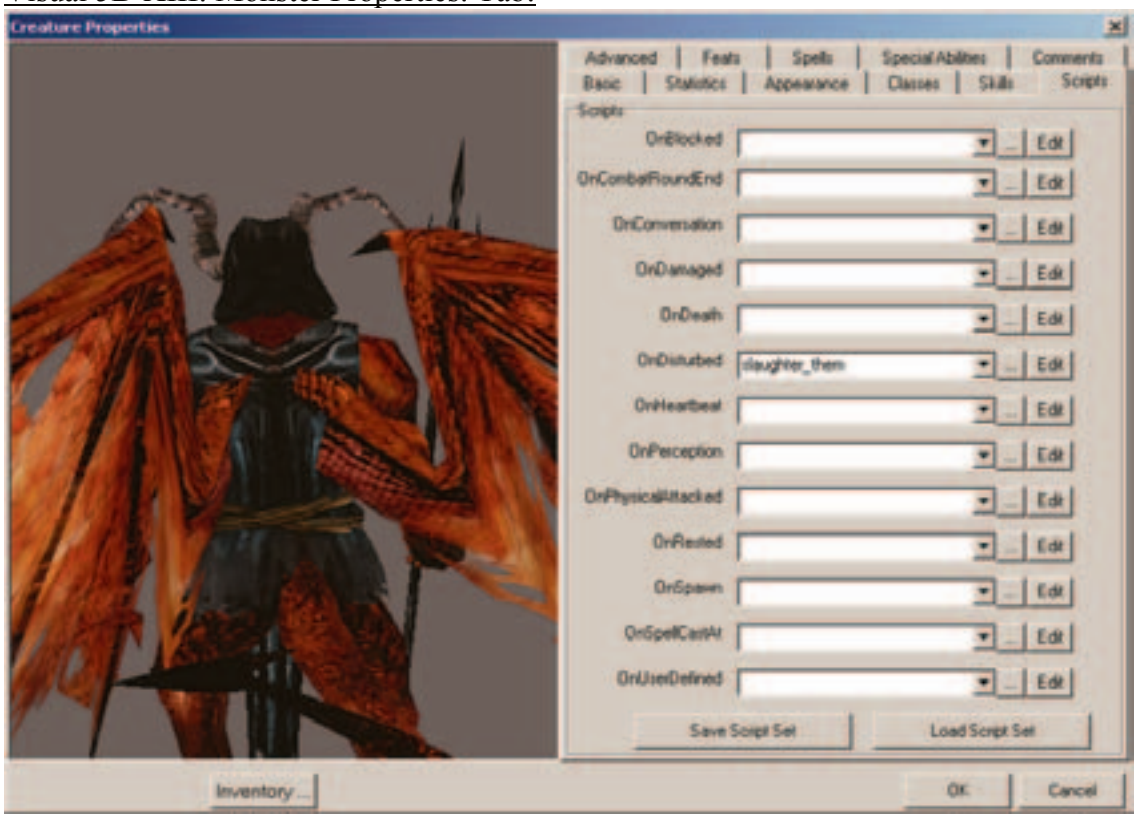
This tab is similar to the "Spells" tab in that it will allow you assign special powers and skills for use in-game. You can adjust the level of power and the number of uses of that power. You can also set different filters from the drop-down menu below the display. A summary of the creature's powers will be shown at the bottom of the window.

Visual 5B-XII: Monster Properties: Skills Tab:



The “Skills” tab will allow you to adjust the creature’s skill categories, to a maximum of 99.

Visual 5B-XIII: Monster Properties: Tab:



The "Scripts" tab allows you to assign different scripts to a wide variety of circumstances, such as "OnSpawn," or "OnDamaged." You can choose from a list of every custom and default script in the toolset from the drop-down menu. By clicking on the "…" box to the right of each field, you can access a list of every script created for the currently opened module. The "Edit" button will launch the editor with a blank screen, or with a currently selected script in the field. You can also save the specific script setup with the "Save Script Set" button. You can load other script sets with the "Load Script Set" button near the bottom of the window.

Monster Properties: Comments Tab:

As the tab describes, simply a blank page to put any comments about the creature.

- Section B-2: Creature Inventory:

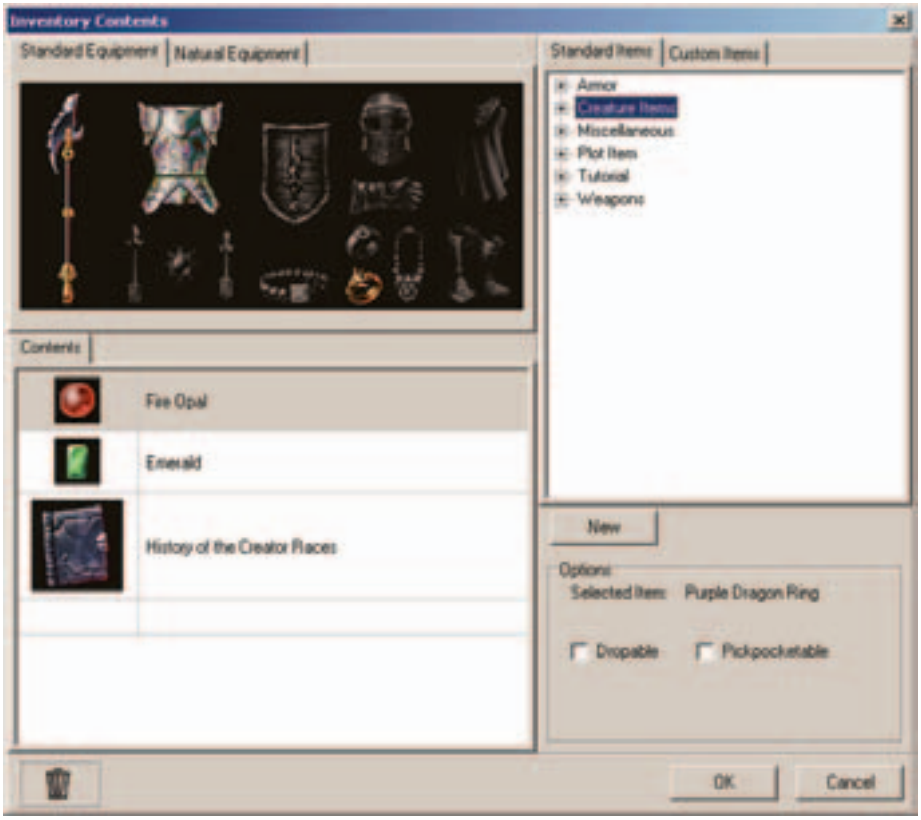
The "Inventory Contents" window is broken down into four different sections. See Visual 4B- below.

  - The "Standard/Natural Equipment" tabs will allow for placement of various items in their proper slots, in the top left of the window. When the "Standard Equipment" tab is selected, you will see the same equipment screen as the in-game player inventory. To equip an item into a particular slot, you must use the drag and drop method from the Palette lists on the right. If the creature does not meet the requirements for the item, the toolset will allow you to assign them from this screen, rather than having to exit back to the "Feats" tab and assign them yourself. Items can be double-clicked in the Palette lists to appear in the "Contents" group below the inventory display, and placed from there as well.
  - The "Standard/Custom Items" tabs allow you to choose items from the "Standard" or "Custom" Palette. You can also select the "New" button to launch the Items Creation Wizard.
  - The "Contents" group displays the inventory held by the creature that are not actually being used.
  - The last group is the "Options" for the creature. This section allows you to assign the "Dropable" or "Pickpocketable" options for each item worn or held. As I understand it, items marked "Plot" cannot be stolen. I have not tested this with "Plot" items marked "Pickpocketable" to see if they can still be stolen, however.
  - Each item in the "Contents" or "Equipment" groups can be edited by right-clicking on the item. This will open the Item Properties window, which will be covered later in Chapter , Section .

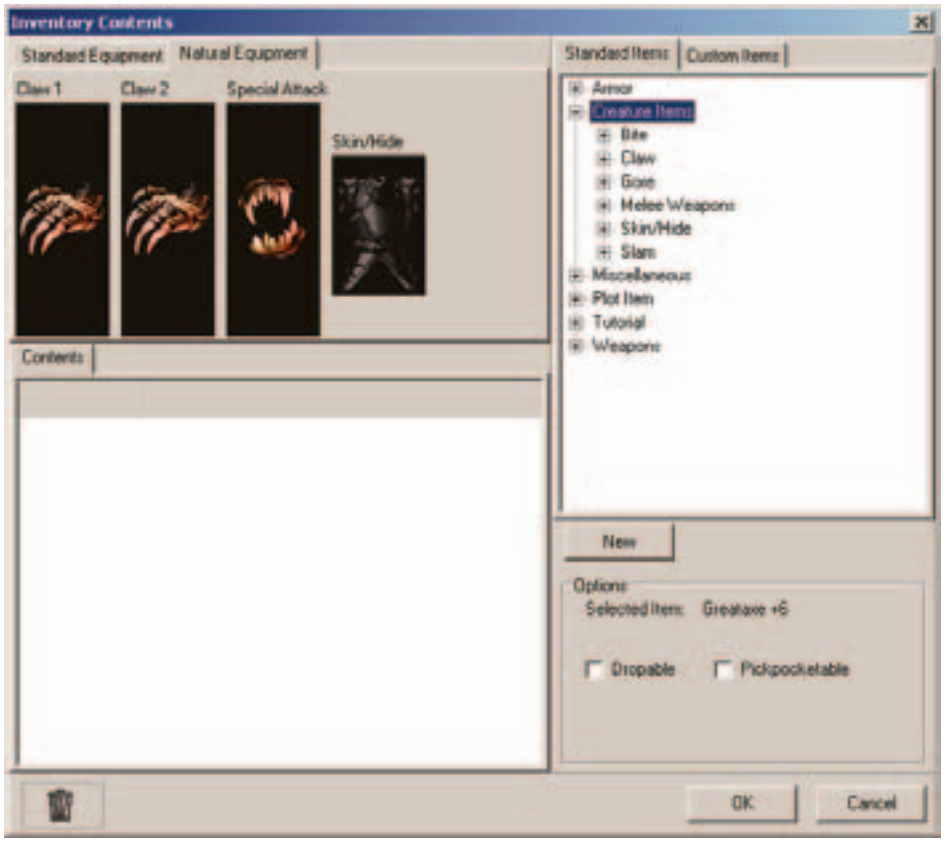
- Section B-3: Creature Inventory: Natural Equipment:

  - The "Natural Equipment" tab can be used for any creature to assigning special attacks, such as clawing or biting weapons, and to define natural armor. See Visual 4B- below.
  - The only items that will be allowed in any of the three weapon slots or the armor slot are those selected from the sub-categories under the "Creature Items" Palette list. These slots are not required, though.

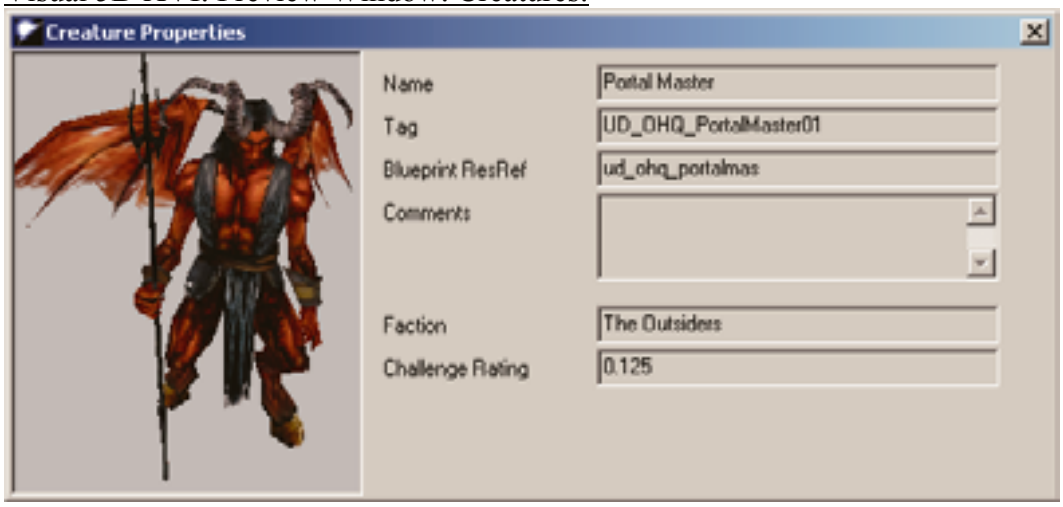
Visual 5B-XIV: Monster Properties: Inventory: Regular Equipment:



Visual 5B-XV: Monster Properties: Basic Tab: Inventory: Creature Equipment:



Visual 5B-XVI: Preview Window: Creatures:



By clicking on the Preview button in the Preview toolbar above the Main Display, a new window opens that will display general details about that creature. The details include the Name, Tag, Blueprint ResRef, Comments, Faction, and Challenge Rating; however, they cannot be changed from this window.

Quick Summary and Review:

- Every monster or NPC is categorized and alphabetized in both the "Standard" and "Custom" Palettes.
- Each creature can be customized through editing the Properties window menu.
- In the Properties window, the Faction Editor can also be accessed and edited.

Chapter 6:
Placeable Objects

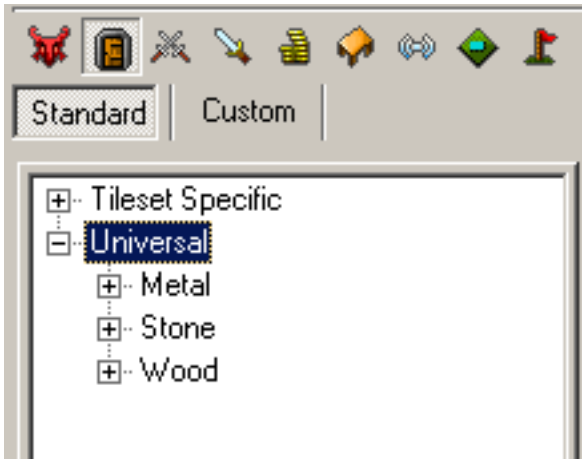
Section A: Selecting and Placing

Visual 6A-I: Standard Palette: Placeable Objects:

- You can select an object from any number of placeable sub-categories in either the "Standard" or "Custom" Palettes. By clicking on the group, the list will expand to show every object available under that group.
- By right clicking, you can open a small search window that will find the text you enter. This search will include all "Standard" Palette categories and types of objects.
- As with the terrain placement, when you select an object the mouse icon will become a transparent image of the object you selected. It will not be placed into the module until you click a desired location.
- Depending on the location chosen, the object might fall or rise to an acceptable or valid location. This can be manually changed by editing the placeable's location on the Z axis, which will be covered later this chapter in Section B.

- Section A-1: Doors:

Visual 6A-II: Standard Palette: Doors:



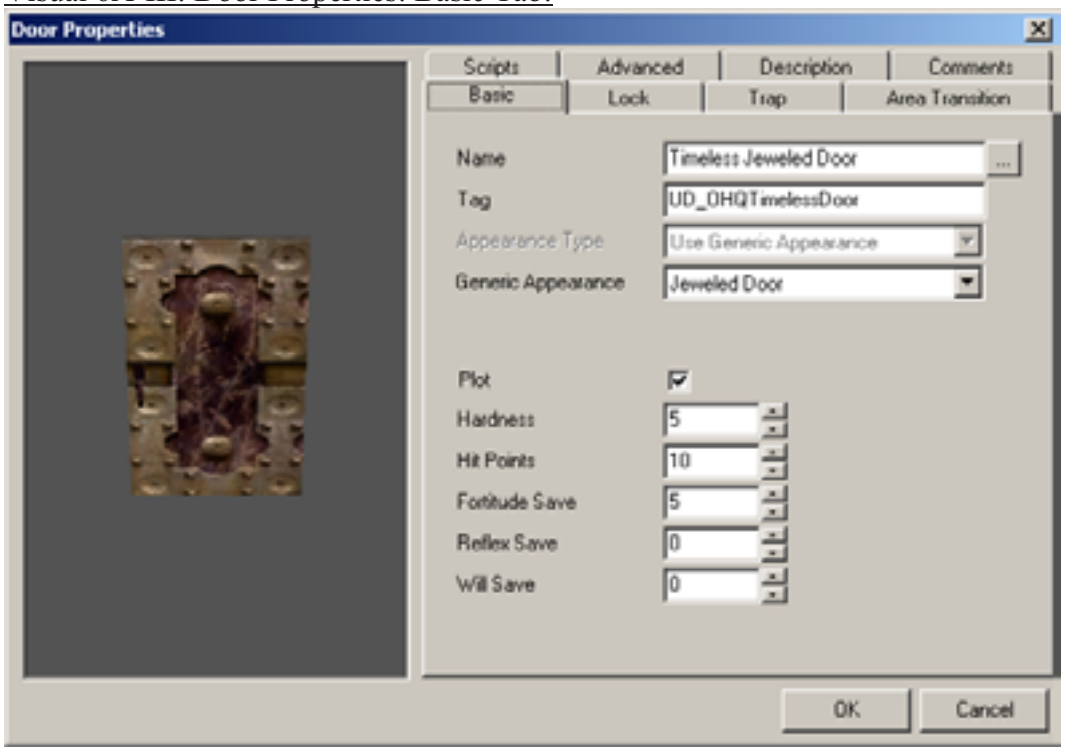
NWN doors are constructed out of wood, stone, or metal. The differences between them are subtle because of being able to edit the properties to whatever is desired. If certain options are selected, each type of door leaves a different craftable material after destroyed, except for stone doors. For most online Mods, this does not apply because they do not use "trade skill" systems.
In each category of door, there are several variations or level of visual quality you can choose from.

A door requires a doorway in order to be placed into the area. When a door is selected from the Palette, the transparent image of the door will begin to spin in place. This means that the toolset does not yet detect any place for the door to fit. Clicking anyway will simply abort the placement. Once a valid doorway has been found, the door will stop spinning and also appear in the doorway that is within a close range. The accepted range that a doorway will recognize your selected door appears to be within a radius of about twenty in-game feet from the doorway. With the transparent door not spinning, click to place the door in the doorway. The blue arrow at the bottom of the door is the direction the door will swing when opened. If you desire the door to swing in another direction, delete the door and place the door in the same way but on the opposite side.

Right clicking on a door will offer seven options from a pop-up menu.

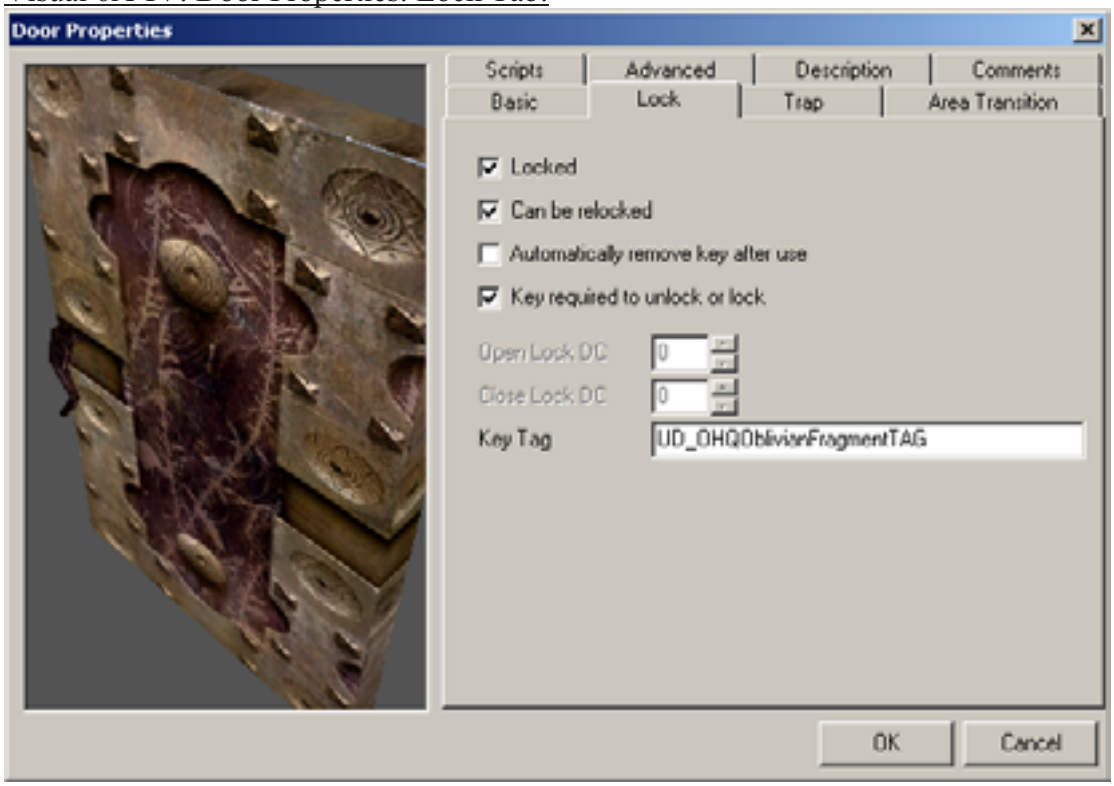
- The "Add to Palette" option will copy the same door in a new slot you can specify.
- The "Conversation" and "Setup Store" options do not apply to doors.
- "Initial State" can set the condition of the door when the area is loaded
- "Delete" deletes the door.
- "Variables" opens the separate Variables window that is related to scripting
- "Properties" will open another window with tabs for the various options

Visual 6A-III: Door Properties: Basic Tab:



The "Basic" tab allows you to change the Name, Tag, Appearance, and statistical aspects of the door. The "Hardness" of the door is the number of physical damage it will absorb before any actual damage is applied to the "Hit Points" value. The other three fields are for defensive rolls against certain spells.

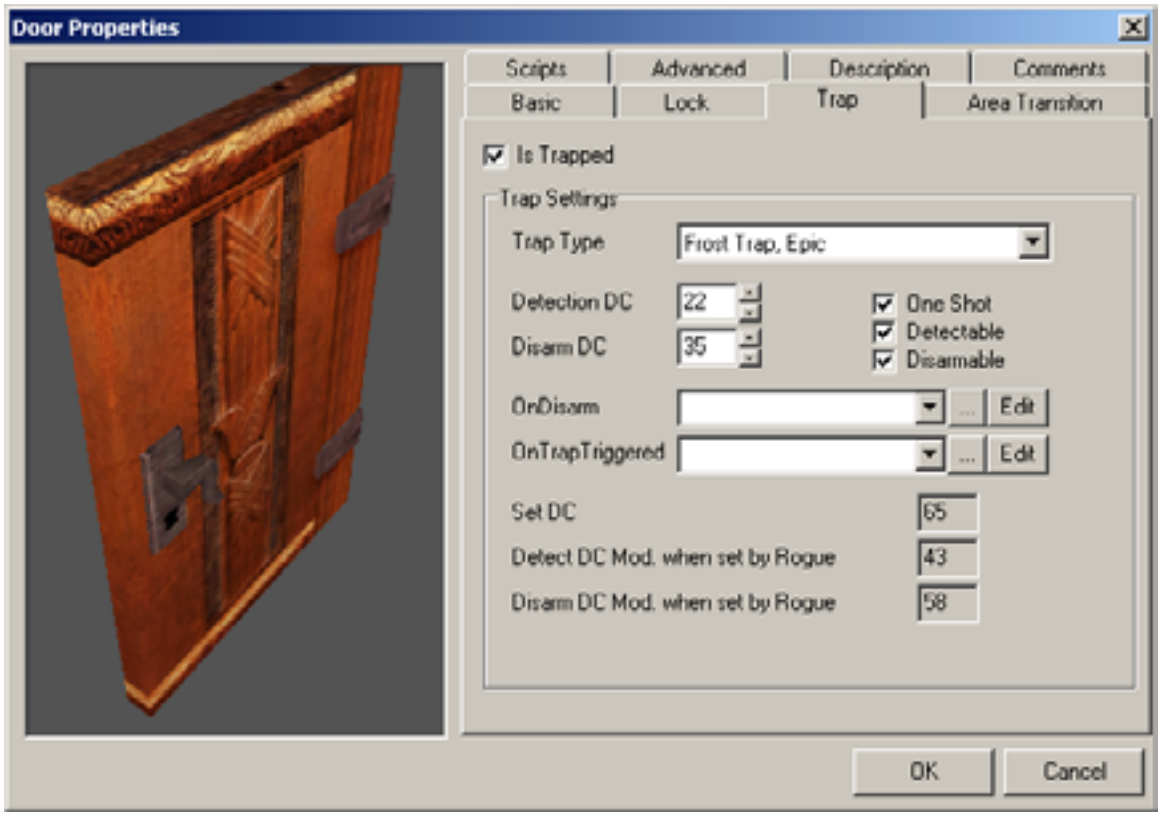
Visual 6A-IV: Door Properties: Lock Tab:



The "Lock" tab has basic check boxes for locking options. This tab also allows you to identify the key needed to unlock the door by it's tag. You can also set "Open/Close Lock DC" values to try and thwart the player(s).

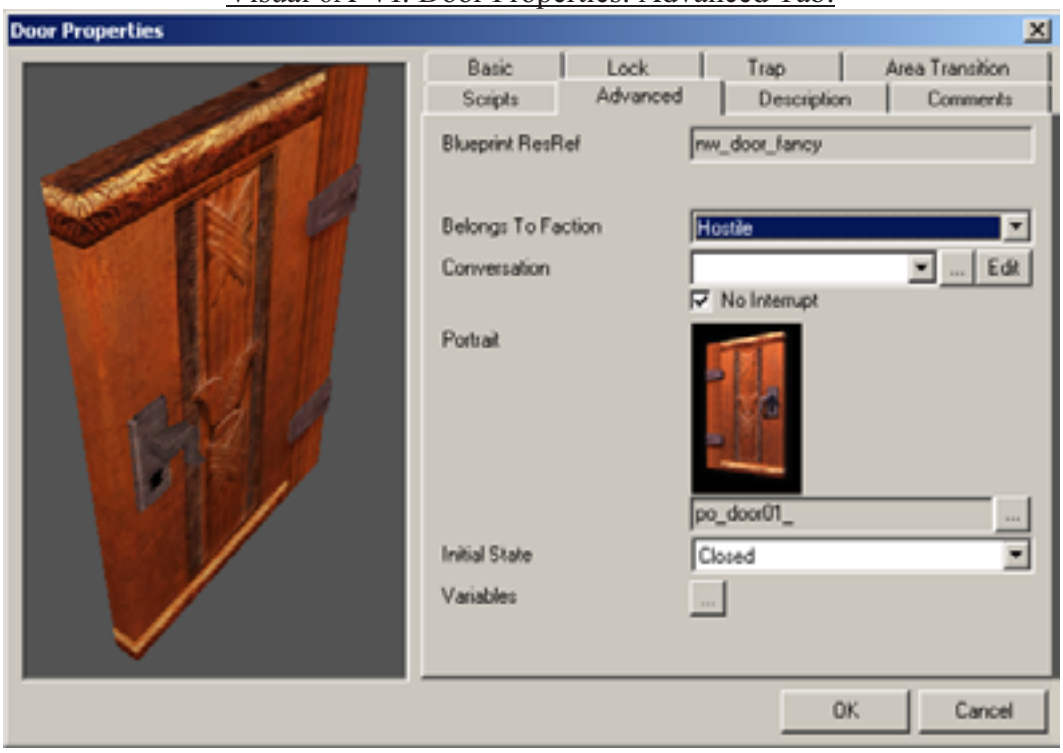
- The "Comments" tab leaves a page open for you to write any special comments or notes about the particular door.
- The "Description" tab allows you to modify what the player(s) will see when they examine the door.
- The "Scripts" tab displays several circumstances for you to enter scripts upon the events in-game. You can also save the script set up to file, or load others from a folder.

Visual 6A-V: Door Properties: Trap Tab:



Traps can be a very fun part of doors. The "Trap Settings" group allows you to customize every aspect of your trap. In the "Trap Type" drop-down menu, for every elemental type of damage there are various levels of trap strength, as well. The three fields at the bottom of this window cannot be manually edited, but they will change with each new trap type entered. There are also additional slots for scripts in this tab.

Visual 6A-VI: Door Properties: Advanced Tab:



The "Advanced" tab lets you change the faction to which the door belongs. This is important for the relationship with the player and other factions in the game. When the PC attacks an object or creature of one faction, the rest of that faction considers the PC to be hostile towards it, and will react in kind. You can also change the "Initial State" of the door, and apply variables. The ResRef is also displayed at the top of this tab.

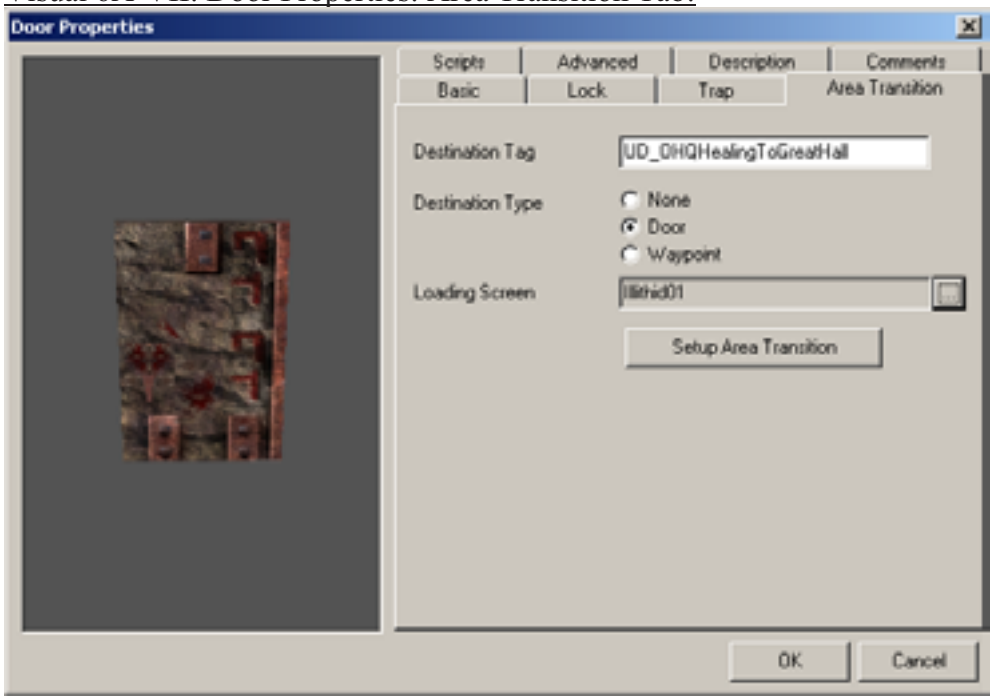
The "Area Transition" tab has several features that can add to a unique area, see Visual 6A-VII below. This is used for doors that lead to other areas in a module. If you know the Destination Tag, you can enter it in the first field; otherwise, click the "Setup Area Transition" button on the bottom of the screen to launch the "Area Transition" selection window.

In the "Area Transition" window, as seen in Visual 6A-IX below, you have four groups of options to help you find a destination for the door. First, you can select a specific area in the module from a drop-down menu. On the right hand side of the window, you are able to navigate a basic representation of the chosen area by holding down the right or left mouse button and moving the mouse. The "Target Type" identifies what the PC will travel to. Triggers and Doors allow for all three possible "Connection Types" to be available, but destinations that lead to waypoints have no means to return the same way because waypoints are intangible and invisible objects in-game. Changing the "Connection Type" will also refresh the list of "Available Doors" with every valid destination. Once you click the "OK" box, the toolset requires you to save the changes to the module. If the target destination is a standard and unchanged door, the toolset will make sure you wish to use it. If there are more than one paths between a pair of doors,

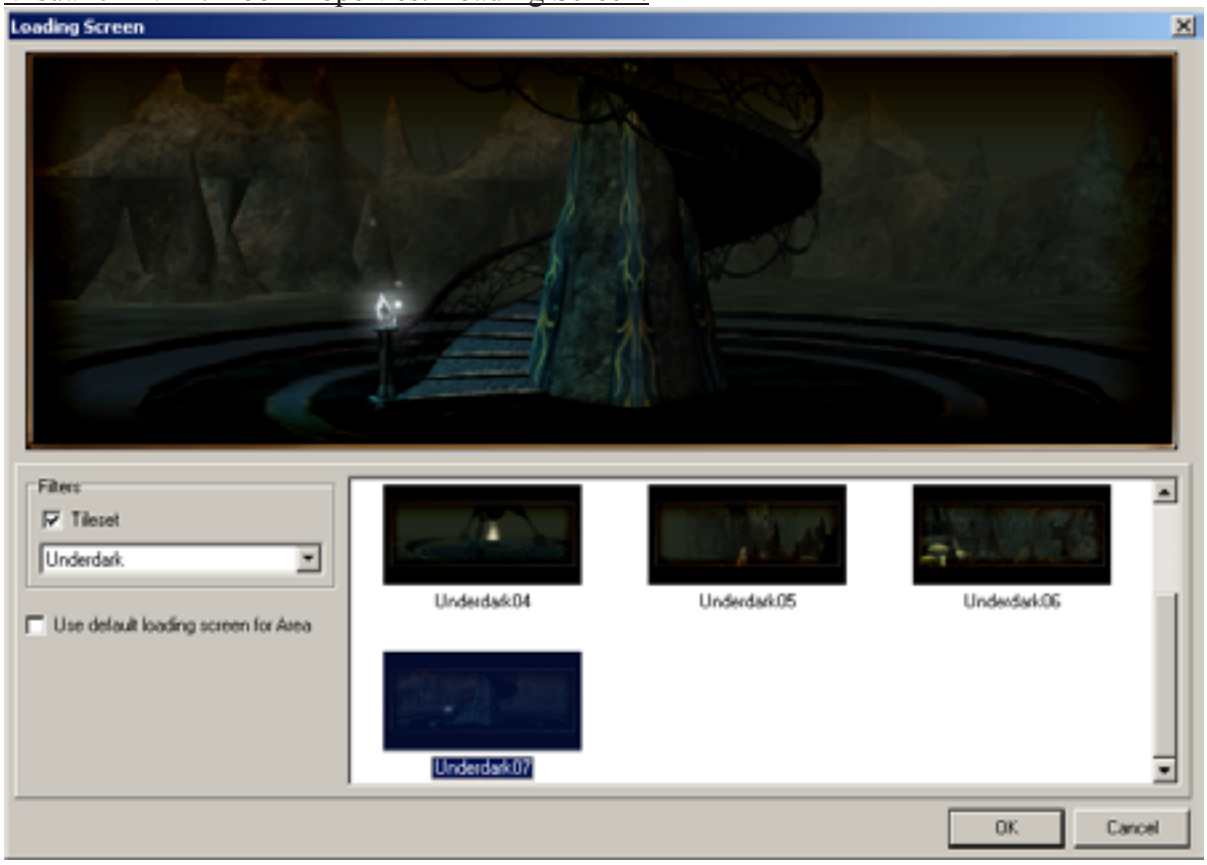
the toolset will warn you and ask for clarification if you would like to overwrite the previous connection or cancel the new one.

The other feature of the transition is the option to assign different loading screens in between separate areas. See Visual 6A-VIII below. The default setting is a random choice from the respective tileset. Once the "Use default loading screen for Area" has been unchecked, you are able to select from several different versions from any tileset in the game with the "Filters" option group drop-down menu.

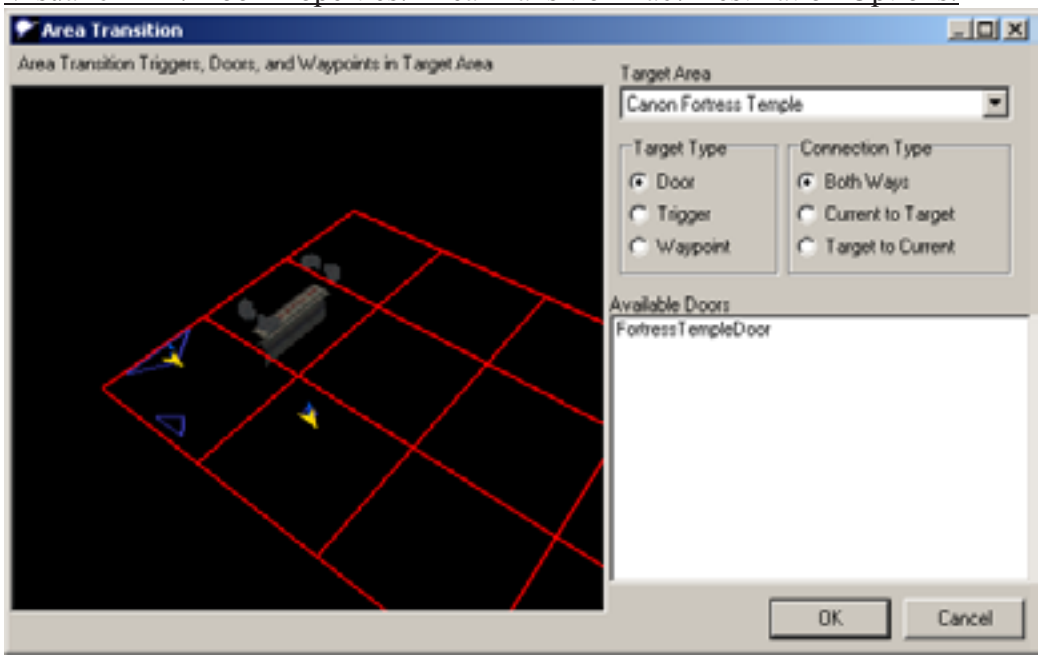
Visual 6A-VII: Door Properties: Area Transition Tab:



Visual 6A-VIII: Door Properties: Loading Screen:



Visual 6A-IX: Door Properties: Area Transition Tab: Destination Options:



Section A-2: Encounters: Unfortunately, this is one area I have no experience in. Both Mods I have worked for have delegated the creature and encounter tasks to other builders, while the area builders could concentrate on the areas alone. However, for a tutorial in encounter construction, see the "Encounter Wizard" section of the NWN Aurora Toolset Help Guide, just after the Creature Wizard that is almost half way down the "Wizards" topic. For the page to download the Aurora Guide from the NWN Vault, visit: http://nwvault.ign.com/Files/other/data/1038020754190.shtml
You can also download an 11 meg zipped step-by-step movie at:
http://nwvault.ign.com/Files/movies/data/1028578623460.shtml

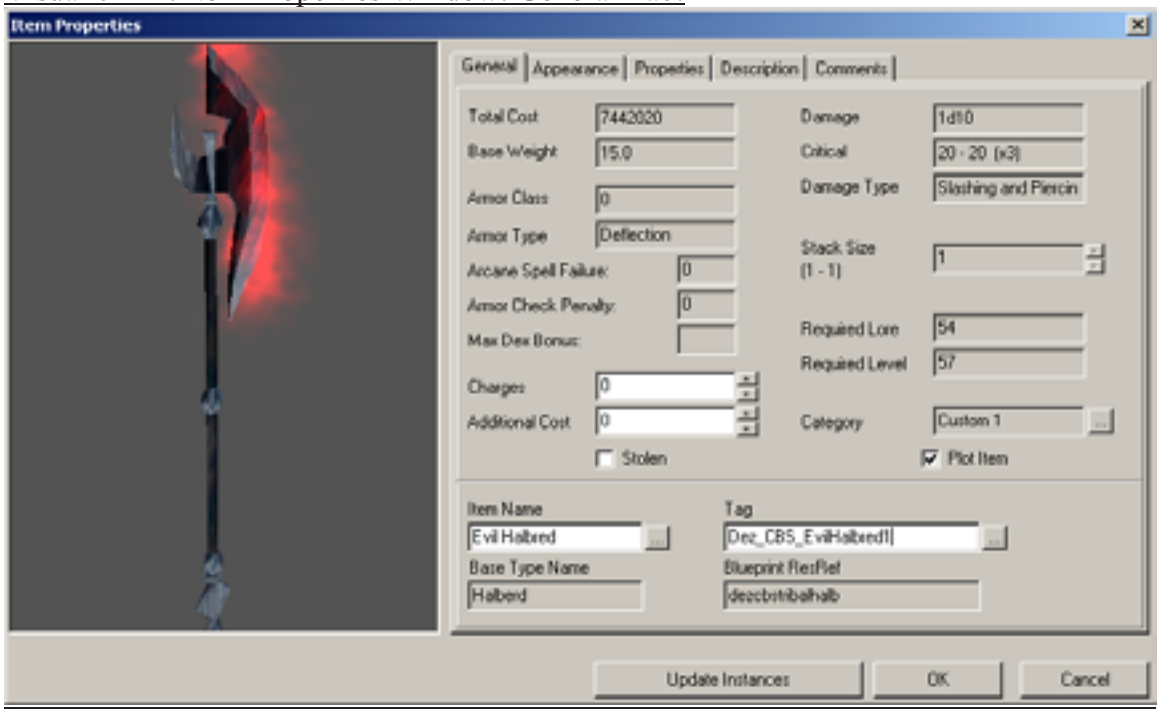
- Section A-3: Items and Equipment Placeables:

The items have another Wizard to create custom equipment, if desired. The "Standard" Palette lists every item used in the single player campaign, and categorizes equipment into armor and weapon types, as well as several others including miscellaneous and plot items. Any of these items can be selected and dropped into the module. In order to set the item as a buyable product from a merchant, see the next section.

If you desire to make a new item, right click anywhere on the "Custom" Palette list and select "New" from the pop-up menu.

- The Item Wizard will start by asking you to choose what kind of item, out of several dozen, you wish to create. Depending on what category you choose, the available properties, portraits, and designs will change slightly.
- The next step of the wizard is to ask you for a name. Like areas, creatures, and doors, it is best to interpret this as the request for the object's resref. You can also choose to make this item "magical" by checking the box. The bottom half of this window will illuminate and allow you to choose the item's require level for use and the strength of the magical enchantments. The strength of enchantments sets a requirement for magical effects in the properties options when the item is edited.
- The last step before finishing will allow you to choose which Palette list the item will appear in. Before finishing, the Wizard gives you the opportunity to launch the Item Properties window as a box option in the bottom corner of the screen.

Visual 6A-X: Item Properties Window: General Tab:



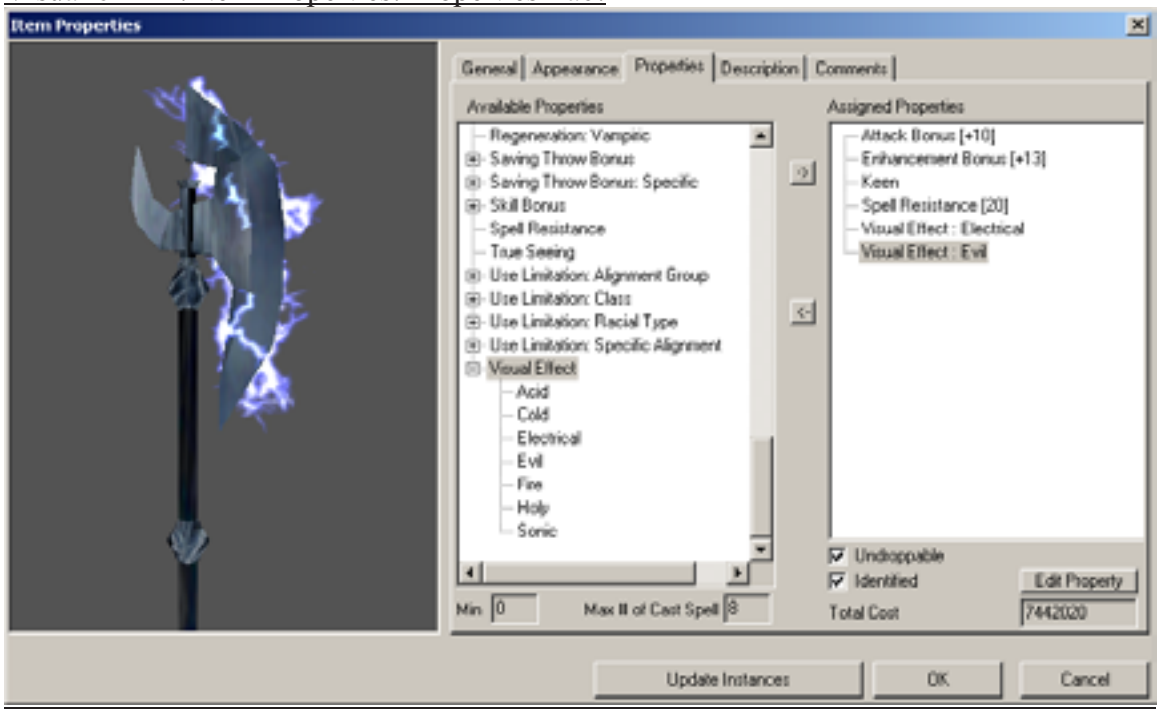
The "General" tab of the Item Properties window displays basic information about a selected item. Here, you can set additional magic charges; increase or decrease the item cost, and mark the item as "Stolen" or as a "Plot Item". You can change the name and the tag here as well, but again, the resref cannot be altered outside the creation Wizard. See Visual 6A-X above.

You can set various top, middle, and bottom portions of the weapon to different colors and styles in the "Appearance" tab with the drop-down menus.

The "Properties" tab has two columns you can edit, "Available Properties" and "Assigned Properties", and a button in the bottom right corner for additional options labeled "Edit Property". You can also assign this weapon "Undroppable" and "Identified" properties. The assignment column for properties lists all available magical enchantments for the item, although some properties only apply to certain types of items. To assign a property to the item, double-click the effect. In the "Visual Effect" properties, the effect displayed on the weapon takes alphabetic priority, which means that if Acid and Sonic were applied, only the Acid property would be visible. The visual effects do not stack. See Visual 6A-XI below.

For each of the many types of items, different properties, conditions, and uses apply. However, they all still have the same tabs in the "Item Properties" window, though they may have a different setup.

Visual 6A-XI: Item Properties: Properties Tab:

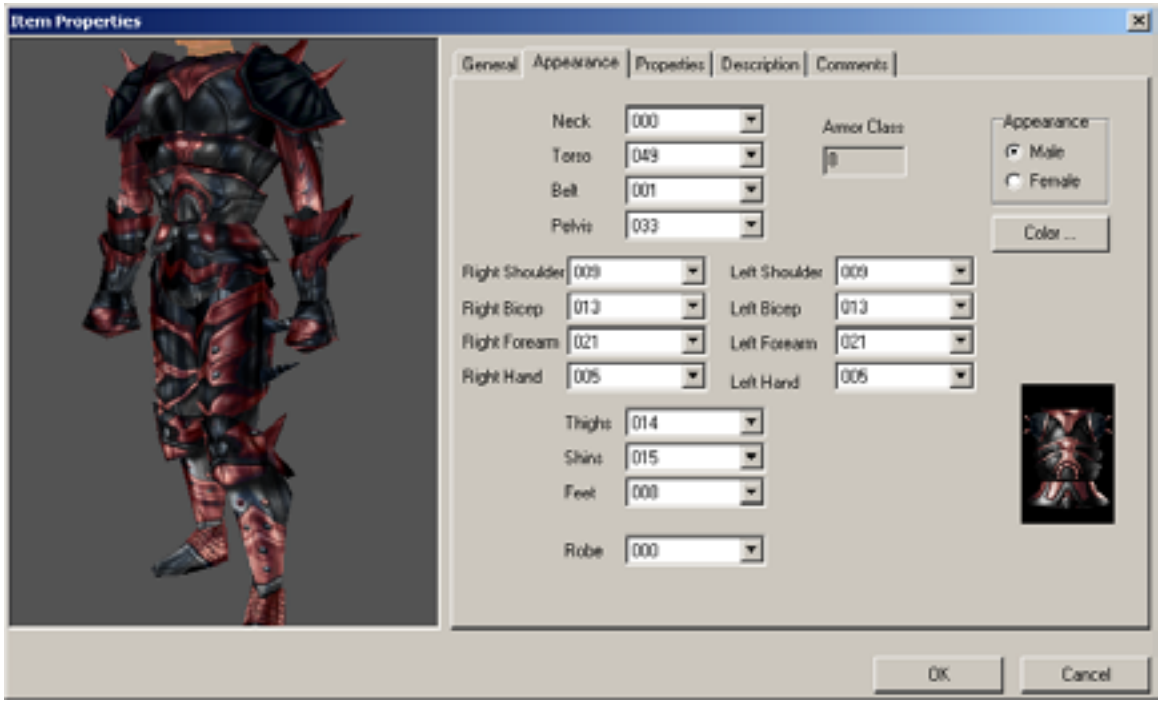


The "Description" tab allows you to enter what the player will see in-game for both when the item is unidentified as well as when it is identified. This window also gives you a summary and description of the type of weapon. A summary of the applied effects is below the Unidentified and Identified columns.

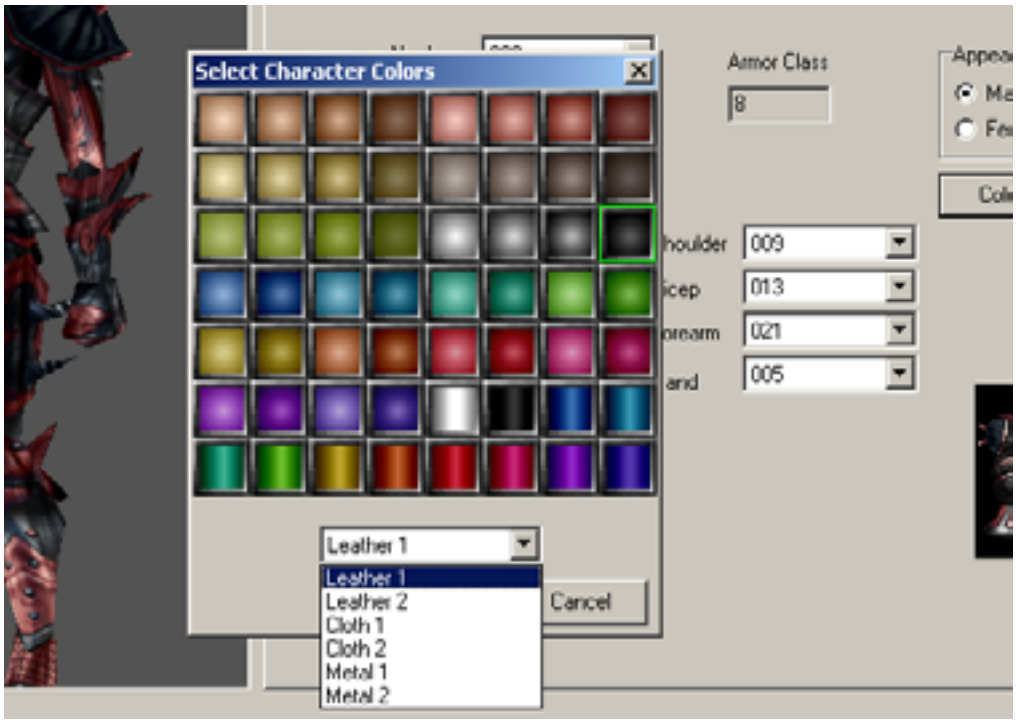
The "Comments" tab is another blank window to enter any comments you desire.

The "Appearance" tab allows you to fully customize the look of your item. Using the drop-down menus for every category of appearance of the item you can scroll through the large number of available sets. Armor is the most customizable item in the toolset. See Visual 7A-XII below. You can select between male and female templates to model the armor. Along with changing the shape and type of your armor, you can also adjust the color to the three types of material. This option can be accessed by clicking on the "Color" button in the top right of the window. For each material, you can select between two more categorizations. See Visual 7A-XIII below.

Visual 6A-XII: Item Properties: Appearance:



Visual 6A-XIII: Item Properties: Appearance: Color:



- Section A-4: Merchants:

Merchants are easily stated by right-clicking on any creature, and selecting "Setup Sore" from the pop-up menu. When the Store Setup Wizard launches, it will start with the opening conversation of the merchant. See Visual 6A-XII below.

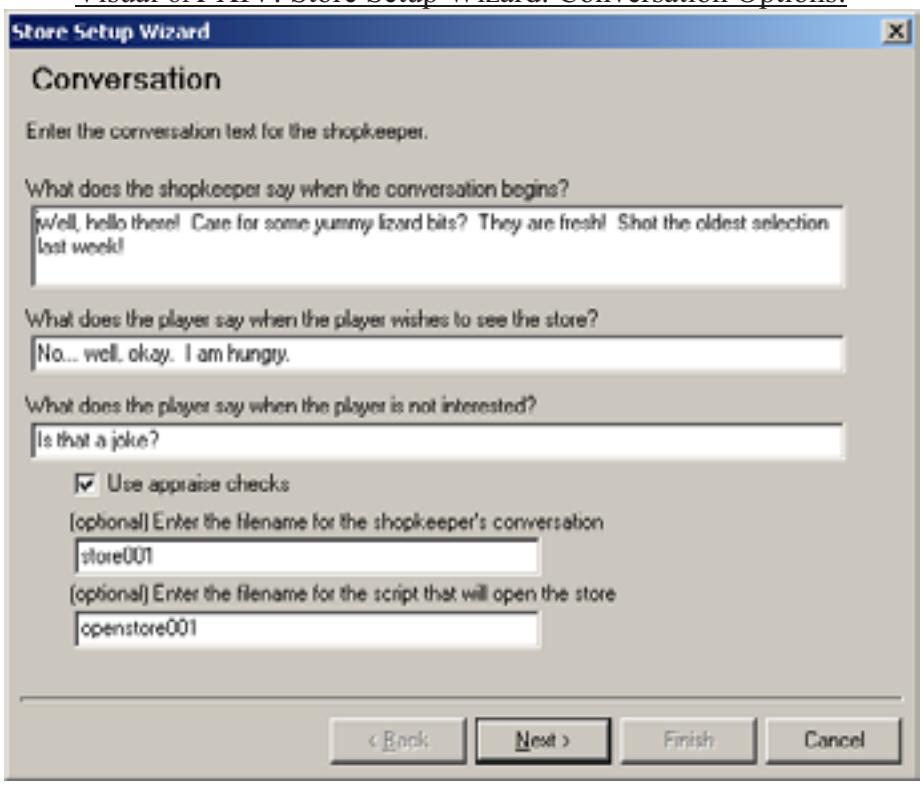
- You can set the question of the merchant, and the acceptance or refusal choices of the PC for the in-game dialogue window. By checking the "Use Appraise Checks" box, the merchant will respond to the players Appraise skill and adjust prices accordingly. If you want to use other scripts for the opening of the store or the conversation, you can specify those in the two fields at the bottom of the window.
- Next, you can choose what kind of store this merchant will be, or rather, what goods he/she/it will sell. Creating a custom store requires you to switch to the "Custom" Palette and right click on any listed option, selecting "New" from the pop-up menu. This will launch the Merchant Wizard. Otherwise, the Store Setup Wizard will finish upon selection of a store type.
- In the Merchant Wizard, the first window asks you to assign a location for the file in the Palette.
- Next, you can enter a name and then check the "Launch Properties Dialog" window after the Merchant Wizard closes.

Once the Wizard(s) have closed, you may notice a yellow arrow with a blue flag sitting at the under the creature, a waypoint. This is the actual store that applies to that creature. To edit the properties or wares of the store, right click on the waypoint and select "Properties" from the pop-up menu.

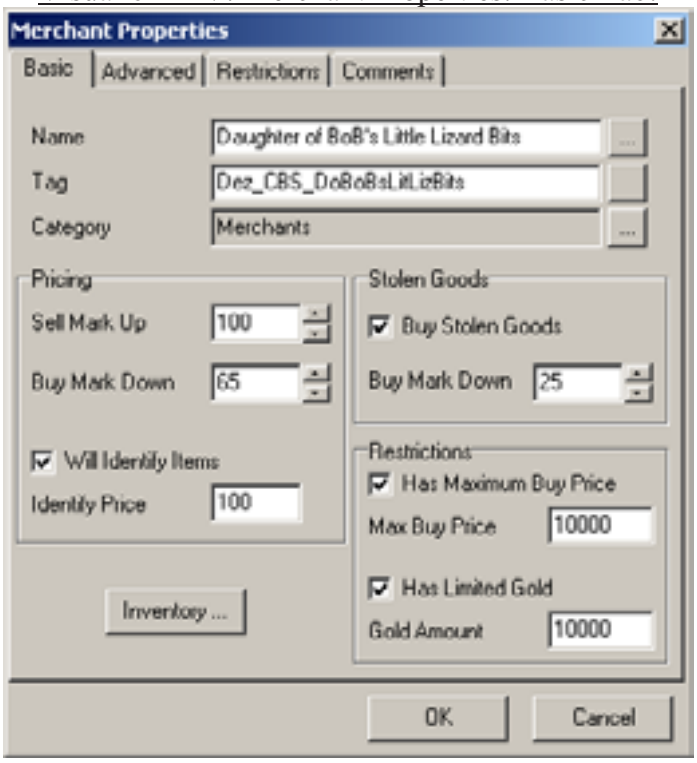
The properties window is divided into four tabs, "Basic," "Advanced," "Restrictions," and "Comments."

- The "Basic" tab allows you to adjust price rates, amount of gold the store has, restrictions for stolen goods, and cap the maximum buying price. See Visual 6A-XIV below. The "Inventory" button in the bottom left will open an inventory list so you can pick and choose which particular items are available.
- The "Advanced Tab" displays the resref and allows you to use scripts on the "OnOpenStore" and "OnStoreClose" circumstances.
- The "Restrictions" tab specifies particular items the merchant will only buy or will not buy from the player.

Visual 6A-XIV: Store Setup Wizard: Conversation Options:


Store Setup Wizard
Conversation
Enter the conversation text for the shopkeeper.
What does the shopkeeper say when the conversation begins?
Well, hello there! Care for some yummy lizard bits? They are fresh! Shot the oldest selection last week!
What does the player say when the player wishes to see the store?
No... well, okay. I am hungry.
What does the player say when the player is not interested?
Is that a joke?
Use appraise checks
(optional) Enter the filename for the shopkeeper's conversation
store001
(optional) Enter the filename for the script that will open the store
openstore001
< Back
Next >
Finish
Cancel

Visual 6A-XV: Merchant Properties: Basic Tab:



Note: Chapter 6 continues in the next document: Chapter 6 Part 2.

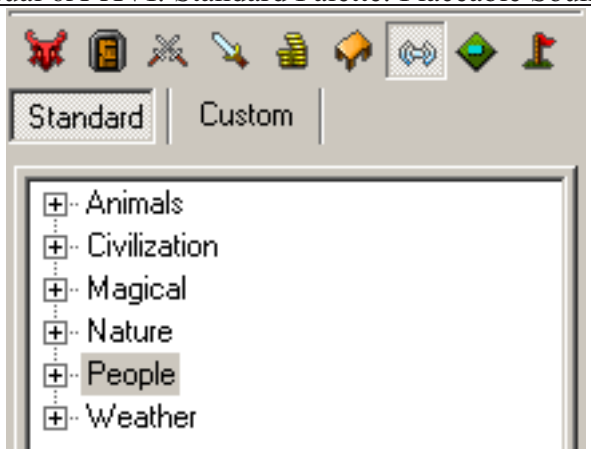
Quick Summary and Review:

- There are two types of objects: pre-made and custom.
- Placeables are classified under race (for creatures) or type (for objects) in alphabetical lists in the Palette.
- Every Placeable has a separate Properties window that allows for customization.

Chapter 6
Continued:

- Section A-5: Placeable Sounds:

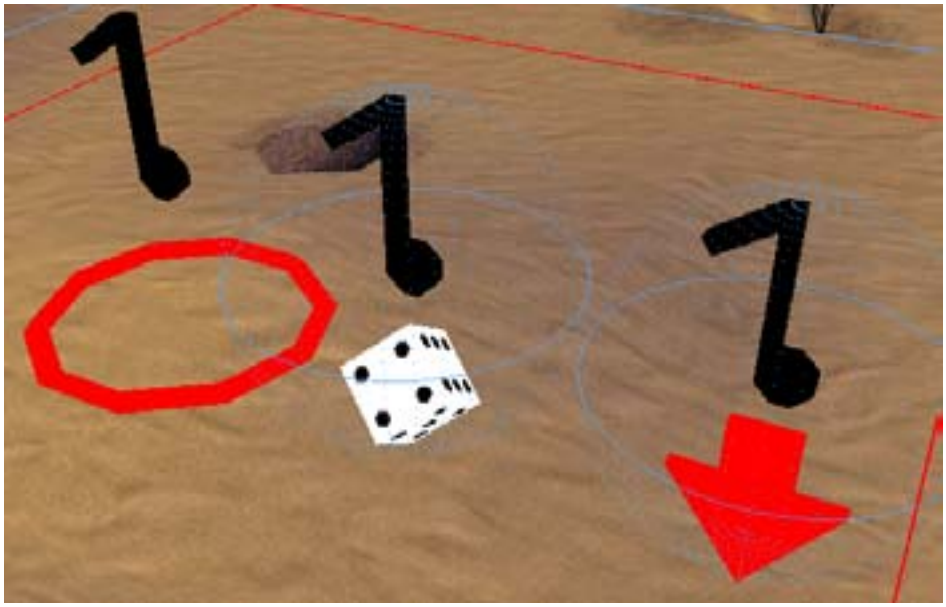
Visual 6A-XVI: Standard Palette: Placeable Sounds:



There are several categories of sounds, and you can create your own group of sounds from well over ten thousand different .wav files archived into separate groups. To place a sound, highlight one from any group and place it in the module. Once again, your mouse icon becomes the object you highlight. Drop it where desired.

There are three different types of sound files. All three representations of the sound file in the area have a black note hovering over another object. That object will tell you its positioning. The red ring indicates a sound file that plays everywhere in the area. The white dice on edge means that the sound will play from random locations in the area. The red arrow pointing down will play the sounds from that specific spot. See Visual 6A- below.

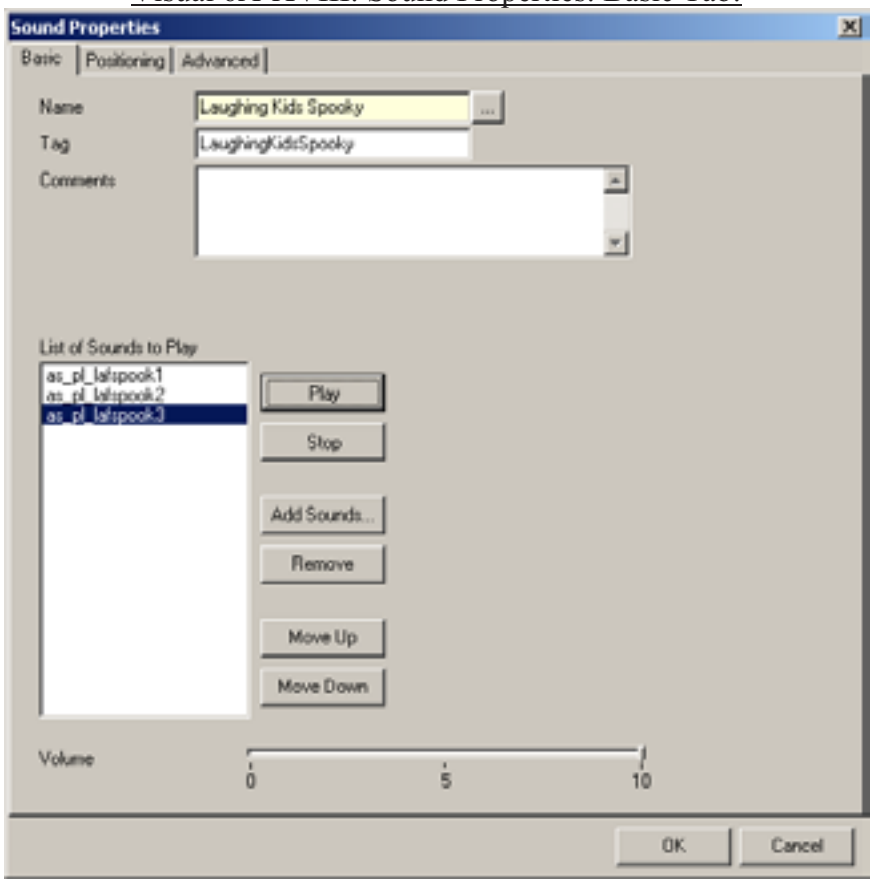
Visual 6A-XVII: Placeable Sound Appearance Types:



In the properties window of a sound file, There are three tabs to help customize the file.

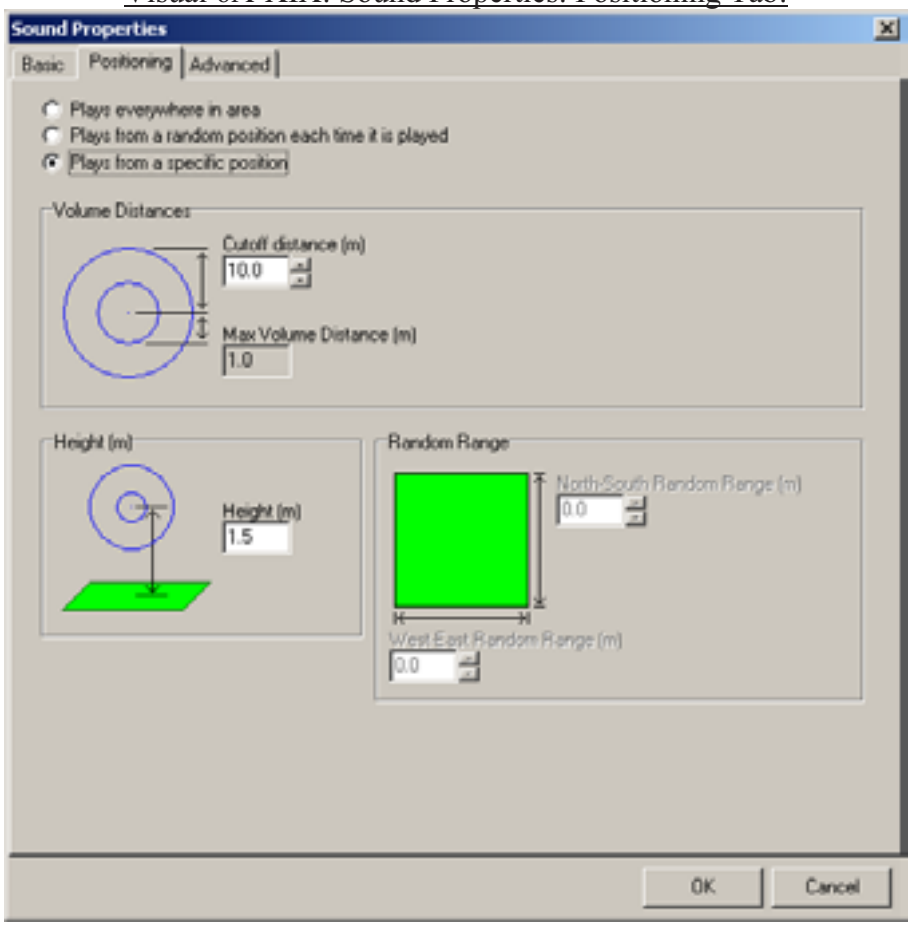
- The "Basic" tab simply lists the sounds, and allows you to adjust the name, tag, add comments, play the individual sounds, and even adjust the volume. See Visual 6A-XVII below.
- The "Positioning" tab adjusts the specific location and range of the sound. See Visual 6A-XVIII below.
- The "Advanced" tab can adjust several aspects of when and how the sound will play, including specific hours of the day or night, playing once or repeating, intervals, and variations in pitch and volume for each interval. See Visual 6A-XIX below.

Visual 6A-XVIII: Sound Properties: Basic Tab:



- The volume can be adjusted by click and dragging the bar from 0 to 10, where 10 is the loudest, at the bottom of the window.
- To play individual sounds, highlight a chosen file and click on the "Play" button.

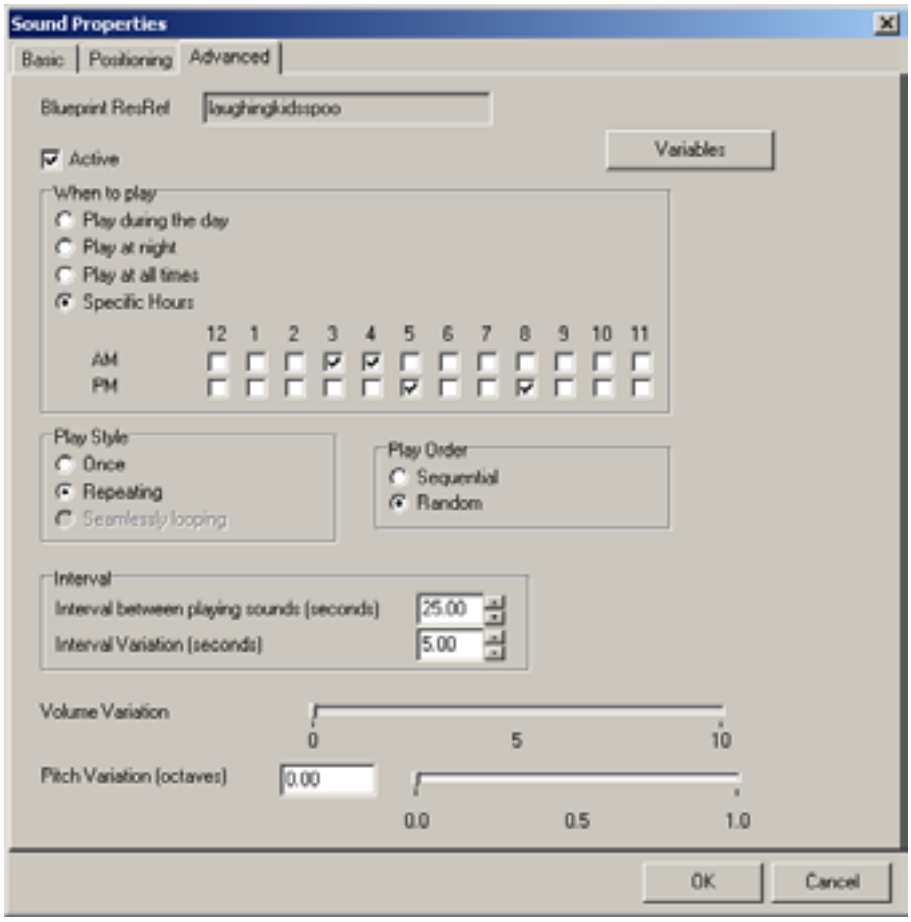
Visual 6A-XIX: Sound Properties: Positioning Tab:



The range of the sound file can be altered from the "Positioning" tab.

- The first group of options ask for either playing everywhere in the area, playing in random locations in the area, or from a specific spot.
- Depending on which is selected, you can change the "Cutoff distance," or the distance from where the PC can hear the sounds, as well as from which height.
- If you chose the sound to be random, you can contain the random range.
- These distances are in in-game meters.

Visual 6A-XX: Sound Properties: Advanced Tab:



The "Advanced" tab allows for precise timing for when the sound is played.

- You can also choose to have the sound play once, repeating, or even seamlessly looping, for certain files.
- If there are more than one sound files attached to the group, they can be set for random or sequential order.
- You can also adjust the interval between each time the sound is played, as well as set a variation in seconds.
- For each iteration of the looping sounds, you can adjust volume and pitch variations (in octaves) by sliding the appropriate bars at the bottom of the window.

- Section A-6: Triggers:

The Triggers placeables are grouped into Area Transitions, Generic Triggers, Secret Objects, and Traps. A trigger is an area that will fire off scripts or effects when the PC walks in to or out of that area. There are no objects that represent the triggers category for placeables. Instead, the mouse icon becomes a white brush object. By outlining an area, double-clicking when finished, the area seals itself and becomes tangible.

Area Transitions are seen in the toolset as blue outlines of an area. In-game, they are seen as a sheet of blue when the player's mouse moves over the area. These triggers will

move the PC from one location to another, much like doors. The Properties window is divided into five tabs, including the "Basic," "Area Transition," "Scripts," "Advanced," and "Comments" tabs.

- The "Basic" tab displays the name and tag, allowing you to select the type of trigger from a drop-down menu.
- The "Area Transition" is a duplication of the Doors Property "Area Transition" tab, with the most of the same limitations and guidelines as for doors. See Visual 6A-IX, and the "Door Properties" details of Section A-1. A major difference with the transition triggers appears when the trigger is the destination for a transition. In this case, the destination becomes a waypoint. The waypoint can be rotated in different directions, allowing the PC to face that direction when they appear in the area. Waypoints will be explained in more detail in the next Section.
- The "Scripts" tab allows you to enter various scripts for different situations, such as entering or leaving the trigger. You can also load or save script sets to file.
- In the "Advanced" tab, can adjust the "Highlight Height". Though the option for changing the cursor is visible, it cannot be changed here. You can, however, change the portrait of the trigger. There is a "Variables" button at the bottom of the screen, which will open another window so you can add or remove any desired variables for scripts.

The "Generic Trigger" runs various scripts, including those for henchmen.

The "Secret Objects Trigger" can be used with a PC's henchmen, and allow for detection checks for various treasures or objects.

The "Traps" triggers will set up a trap of the desired magnitude and element for the PC to walk in. The "Traps" tab in the Properties window for traps is a duplication of the door traps tab, which can be seen with Visual 6A-V.

- Section A-7: Waypoints:

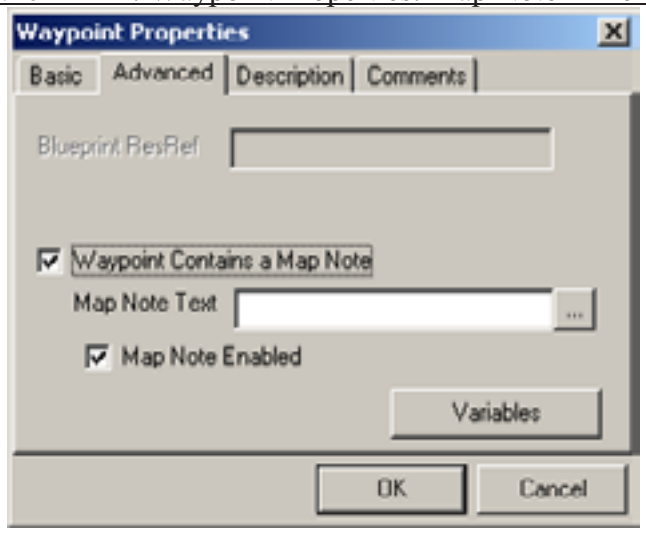
The most commonly used waypoints are "Waypoints" and "Map Notes". Waypoints have several uses and are fast to create and edit. Map Notes will appear on the PC's mini-map in-game as a dull gold point with a text reference. The color of the flag and the shape of the object can be changed in the "Basic" tab of the "Waypoint Properties" window.

One use for waypoints is with creatures. With a creature highlighted in the area, move the mouse well away from the creature and right click. A single option will appear in the pop-up menu: "Create Waypoint". This will set a point for the creature to walk to. You can set as many as the situation requires, and the creature will walk down the path, then reverse course and walk back the other way when the end is reached.

Another use is for a destination from a door or area transition.

The only difference between a "Waypoint" and a "Map Note" is that a map note is defaulted to the "Waypoint Contains a Map Note" box set to active. The text that will appear in-game should be entered in the "Map Note Text" field. See Visual 6A-XX below.

Visual 6A-XXI: Waypoint Properties: Map Note Difference:

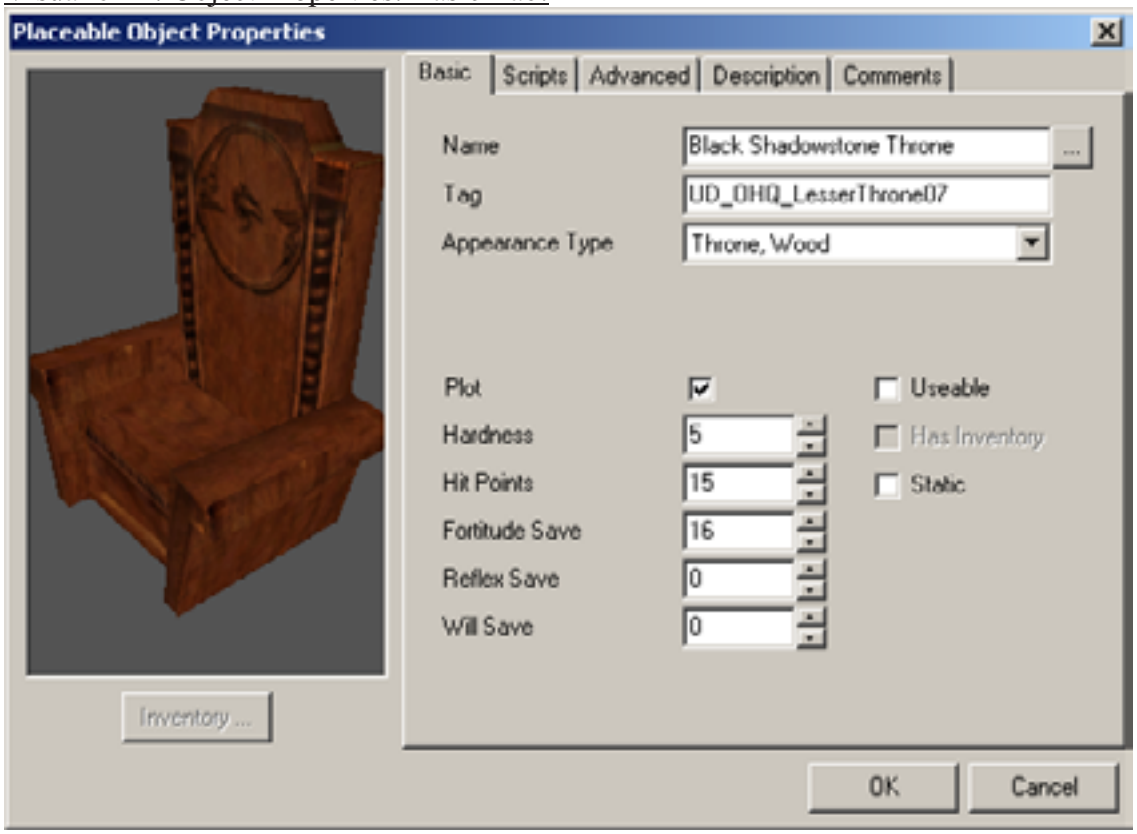


Section B: Placeable Object Properties Window

When you have created a custom object, it will appear in the "Custom" Palette list. Editing a "Custom" or "Standard" Palette object can be done by right clicking on the object and selecting "Edit" from the pop-up menu. Selecting "Edit Copy" will open the Properties window and place an edited duplicate of the object in the "Custom" Palette lists under the category of the original. Using "Edit Copy" will allow you to change the resref, which has also been altered. The default alteration to the resref of a copy is to add three numbers on the end. These numbers will appear sequential if multiple copies are made. If the original object did not have at least three numbers at the end of the resref, it will be changed to "…001". Though the default sets three numbers, the toolset will adjust to increment the number assigned to other copies beyond three digits.

As with most objects and creatures, the "Placeable Object Properties" window that loads when you edit an object is divided into tabs. In the "Basic" tab, if you check the "Usable" box the "Lock" and "Trap" tabs will also become available. Even if an object is useable, it is not required to add lock or trap properties.

Visual 6B-I: Object Properties: Basic Tab:



- The "Basic Tab" displays the Name, Tag, and Appearance Type for the object. You can also assign the "Plot," "Usable," and "Static" check boxes. See Visual 6B-I above.
    - The "Plot" box is used to mark the object as completely indestructible and immune to all damage types.

  - The "Usable" box will allow the player to examine, attack, and use the object. Without this box checked, the object will remain as part of the intangible background geometry of the game.
  - The "Static" attribute is similar to the "Plot" feature, but will not allow visual effects and the like to affect it. Note: if you are adding visual effects to objects, for example Shadow Shield, any "Static" object will not be affected, but "Plot" objects will.
  - The maximum "Hardness" value is 250.
  - The maximum "Hit Points" value is 10,000.
  - Each save throw slot can go to 250.
- One interesting note is that the "Appearance Type" lists every available object appearance in the game. However, there are at least two appearances that are not available in the "Standard" Palette. These items are the "Mystic Forge" and the "Mythallar".
- The "Scripts Tab" option allows you to place a number of scripts into several conditions, as well as load or save a script set to file.
- "Advanced Tab" allows you to change which faction owns the object. You can also change the portrait and "Initial State" from this tab.
- The "Description" tab allows you to change the in-game description of the object when a player examines it.
- The "Comments" tab is a blank window where you can add any additional notes.

Quick Summary and Review:

- There are three types of sound placeables in terms of playing location: looping, random, and fixed.
- You can adjust location and even playing hour from the Properties window.
- Waypoints are used for targeting specific locations, scripts, map notes, and waypoints for NPC or Monster patrol routs.
- Triggers can be used for area transitions, traps, and executing scripts.
- Placeable objects can be toggled between their level of interaction with the PC in-game

Chapter 7:
Module and Area Properties

This chapter will explore the properties for the entire module and the areas within that module. The properties of the module and area are displayed for you in separate windows that use the tab style menu system.

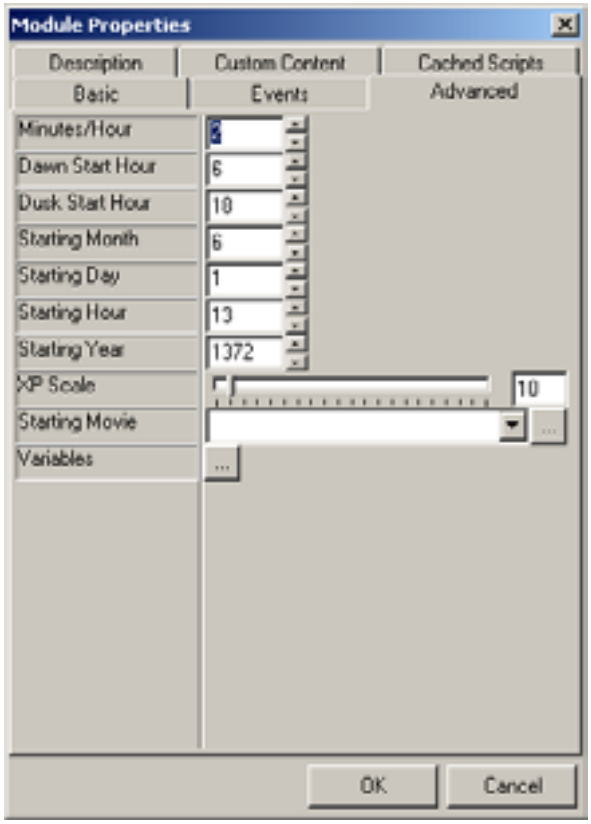
Section A: Setting Module Properties

You can access the Module Properties through the Edit menu bar and selecting "Module Properties." A separate window will open, displaying the properties on six different tabs.

Visual 7A-I: Module Properties: Basic Tab:

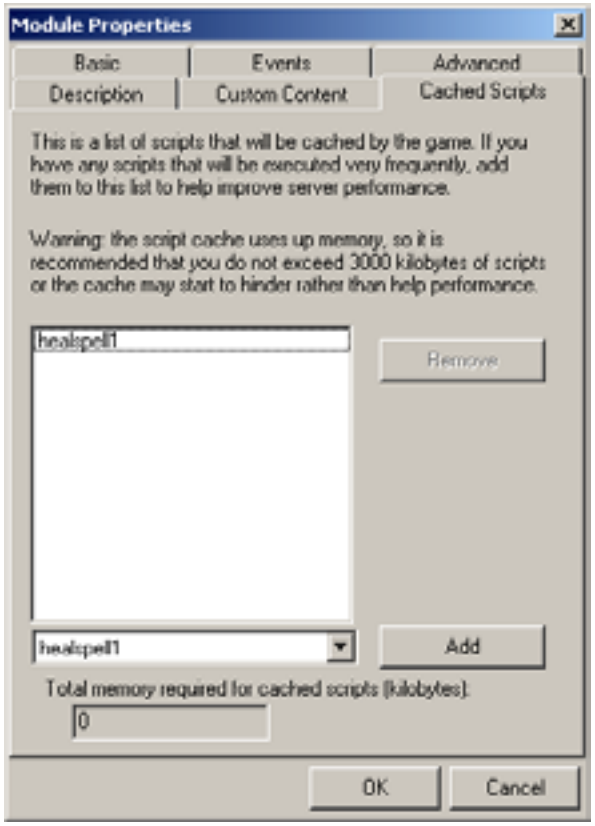
- The "Basic" tab displays the Name and Tag for the area. You can also see which area the player will start in at the "Start Area" field. Coordinates along the X, Y, and Z, axis are given to pinpoint the starting location for the player.
- The "Custom Content" tab is used to display information about Hak Packs being used. For more information on Hak Packs, visit http://nwvault.ign.com/Files/movies/data/1038173402360.shtml
- You can visit this link for an example of what Hak Packs can be used for: http://downloads.gameplanet.co.nz/dl.dyn/Files/3210.html
- The "Events" tab lists a large number of situations and circumstances you can add custom scripts to.

Visual 7A-II: Module Properties: Advanced Tab:



The "Advanced" tab allows you to set detailed values on several aspects of the module, including dawn and dusk time, and the starting time, hours to years, for your module. You can also adjust the experience scale, and choose a starting movie from the drop-down menu (possibly your own?).

Visual 7A-III: Module Properties: Cached Scripts Tab:

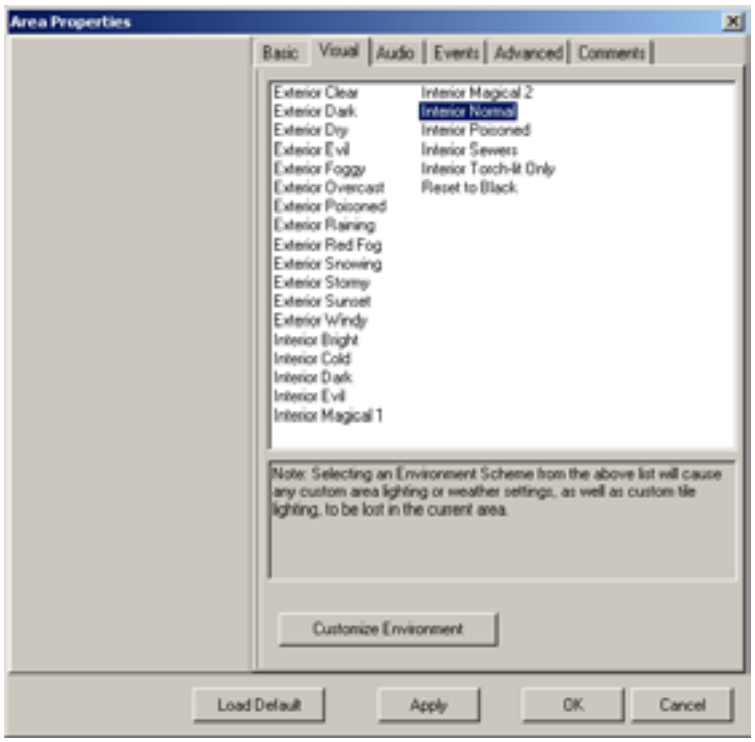

Module Properties
Basic
Events
Advanced
Description
Custom Content
Cached Scripts
This is a list of scripts that will be cached by the game. If you have any scripts that will be executed very frequently, add them to this list to help improve server performance.
Warning: the script cache uses up memory, so it is recommended that you do not exceed 3000 kilobytes of scripts or the cache may start to hinder rather than help performance.
healspell1
Remove
healspell1
Add
Total memory required for cached scripts (kilobytes):
0
OK
Cancel

The "Cashed Scripts" tab allows you to build a list scripts that are frequently used in your module. For more information about Bioware's cached scripts, visit http://nwn.bioware.com/developers/Bioware_Aurora_IFO_Format.pdf

Section B: Area Properties:

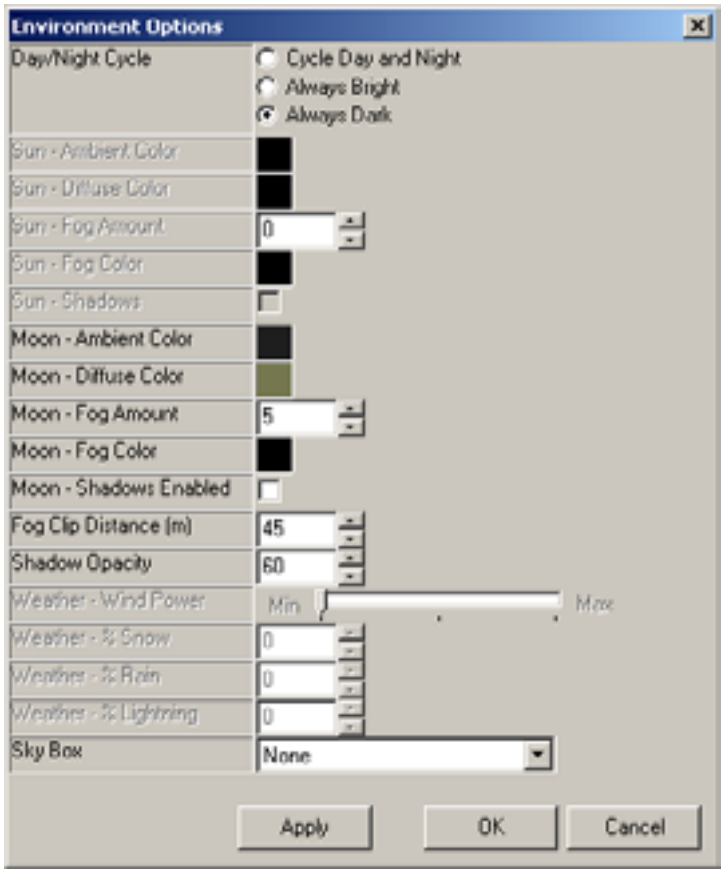
Editing the "Area Properties" window for each individual area is a good way to add a unique feel to your module. The window can be accessed from the "Area Properties" option in the Edit menu bar. Note that the properties set will only affect the current area selected.

Visual 7B-I: Area Properties: Visual Tab:



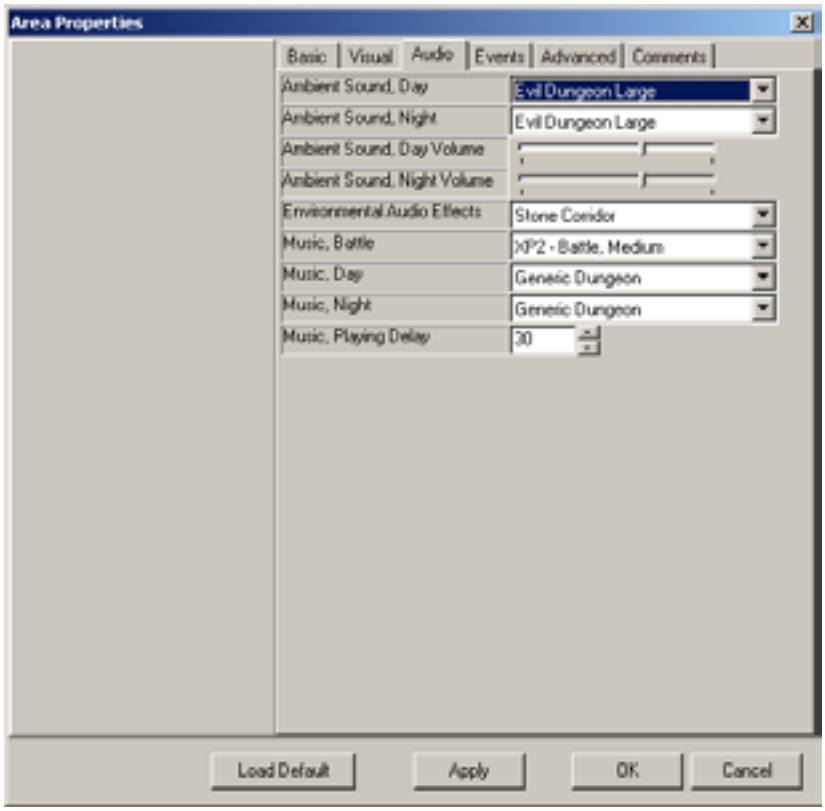
- The "Basic" tab displays the area Name, tile set, and dimensions. Only the name can be changed.
- The "Visual" tab lists all available types of weather and lighting for the area. You can also create a custom environment by clicking on the "Customize Environment" button at the bottom of the window. See Visual 7B-II below.

Visual 7B-II: Area Properties: Environment Options:



Each field of the "Environment" window affects a certain aspect of your customized weather. Clicking on any colored box will open the color wheel for assignment of custom colors. The "Sky Box" field is used to set the type of sky seen in-game.

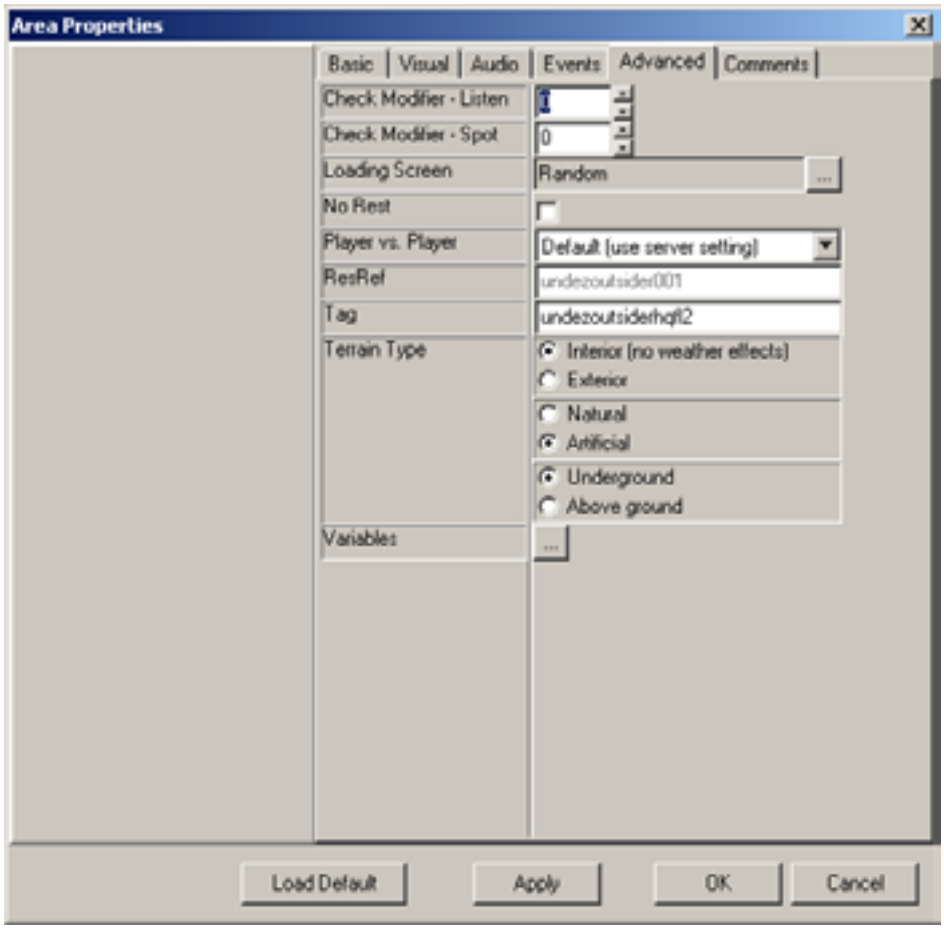
Visual 7B-III: Area Properties: Audio Tab:



The "Audio" tab assigns Ambient, Environmental Effects, background music, and combat music. These can also be changed to have separate music for night and day. You can also set the delay in between the music tracks in the "Music, Playing Delay" field, which is measured in real-time seconds.

- The "Events" tab allows you to set custom scripts into different circumstances and situations for the specific area.

Visual 7B-IV: Area Properties: Advanced Tab:



The "Advanced" tab displays the details about the area.

- Here, you can set two different "Check Modifier" for anyone using the Listen or Spot skills.
- You can also change the screen seen while the area loads by clicking on the "…" box at the end of the "Loading Screen" field.
- The Tag is displayed here, which can be changed. The ResRef is displayed here as well, but it cannot be changed at this point.
- You can also adjust the type of terrain.

Quick Summary and Review:

- The Module and Area Properties windows can be accessed from the Edit menu bar.
- Each of the Properties windows has multiple tabs used to customize the different aspects of your module.

Random Building Hints and Tips

- A Good Resource for Builders:

http://nwn.bioware.com/builders

- Secret Appearances:

In the properties section of objects, under the "Appearance Type" drop down menu, there are certain appearances that are not available in the standard palette! One of which is the "Mystic Forge" and "Mythallar". These are two of the coolest looking placeables yet. The forge is the Drow forge seen in HotU Resistance Camp, and later in a place that may be considered a spoiler if mentioned! There are no special properties for the Forge, but I have noticed that there is a strange querk with the "Mythallar" that I have not been able to reproduce lately. When I first found them, the pulsing and glowing was not activated when placed, but began after I checked off "Static".

For creatures, one that I have found is the "Mephistopheles" and "Meph.. Large". The first one is a small humanoid sized demon of the main villain in HotU, the second one is his larger form with wings.

- Scripting and Objects: Settings of the Object:

When scripting effects, such as Shadow Shield, onto objects, remember to un-check the "Static" box, or the script will not be able to target the object.

Blocking PC movement with fallen timber set to destroyed

- DM Character vs Player Character for Area Testing:

When testing out an area, especially large areas, create a simple amulet with one effect when worn: haste and place it next to the start location. It is recommended to use player characters to test out your area rather than a DM character. Yes, DM chars are faster and have fun properties, but they do not set off triggers and certain scripts. Just remember to delete the amulet before submission =)

- Hak Packs:

A hak pack is something you can download from the net or even NWN Vault that can improve your Mod or just make it a little more fun. There is a great deal of material for these hak packs, but one I recommend is for portrait and voice set improvements. Depending on which is used, they can allow the player to select any portrait and any voice set available in the game, not just the standard ones. It's fun to use voice sets for demons or even the end boss for your player.

- Changing Dozens or Hundreds of Objects at Once:

If you want to add something to multiple copies of one object (resref blueprint copies) edit the object in the Custom Palette list (not the placed object). Then, right click on the object in the Custom Palette to open the options pop-up menu, and select "Update Instances." Now every copy will be edited to match the template you just finished. This will overwrite any previous changes, though. This is a great feature for situations like adding a book to a bookshelf placeable in a library.

Scripting Examples:

Once again, I would like to point out that almost all of the scripts I have constructed were edited and placed from Lilac Soul's Script Generator! This program is a work of art, and can help anyone get started using scripts. The interface for the generator is very simple and very user friendly. No prior scripting skills are needed, though being able to recognize certain aspects of code will help. I believe anyone can use the generator to turn out scripts for their Mods. And for a quick quote from Lilac Soul's web page (link listed below), "***February 11th: 45,000 downloads reached!"***. I intend for these scripts to be examples to help others. Feel free to copy and do what ya like with them-that's the best way to learn!

- For the most impressive script resource I have found: **Recommended!!!**
http://lilacsoul.revility.com/

- For various scripts from the Neverwinter Nights Vault:
http://nwvault.ign.com/Files/scripts/categories/Inventory%20ItemType%20-%20Unique%20Items2.shtml

- For extensive details and the best resource for understanding the script:
http://www.nwnlexicon.com/

- Another great link for scripting resources and examples:
http://www.lemonbutter.com/

- Another good link page:
http://www.sorcerers.net/Games/NWN/index_toolset3_4.htm

- This link also has other references for scripting:
http://nwvault.ign.com/modules/wydraz/tutorial/

Scripts I have used in modules
(with much help from Lilac Soul's awesome Script Generator):

- **Script I: The Best Healing Spell**

My clan healer uses this spell. Simple enough.

Setup: Place a healer creature. Place four braziers for visual effects. Place a waypoint in front of the healer where the PC will be when talking to the healer. Create a Summoning Circle object, found in the Visual Effects category of the Placeables palette.

Tags:
Healer: UD_OHQPriest01
Braziers(4): UD_OHQPriestsFlamingBrazier1 - UD_OHQPriestsFlamingBrazier4
Waypoint: UD_OHQHealingVisEffect
Summoning Circle: UD_OHQSumCircle02

- Summoning Circle ResRef: ud_ohqsumcircle1

Place this script in the "Text Appears When" tab in the Conversation Editor for the healer. The line should be the healer's agreement to heal the PC (last line of that branch of the conversation tree)

```
/*  Script generated by
Lilac Soul's NWN Script Generator, v. 1.6

For download info, please visit:
http://www.lilacsoul.revility.com    */

void main()
{
object oTarget;
object oSpawn;
location lTarget;
int nInt;
object oPC = GetPCSpeaker();
object oCaster;

oCaster = OBJECT_SELF;
oTarget = oPC;

//cast the spells
DelayCommand(1.0,AssignCommand(oCaster,
ActionCastSpellAtObject(SPELL_MORDENKAINENS_DISJUNCTION, oTarget,
METAMAGIC_ANY, TRUE, 40, PROJECTILE_PATH_TYPE_DEFAULT,
TRUE)));
```

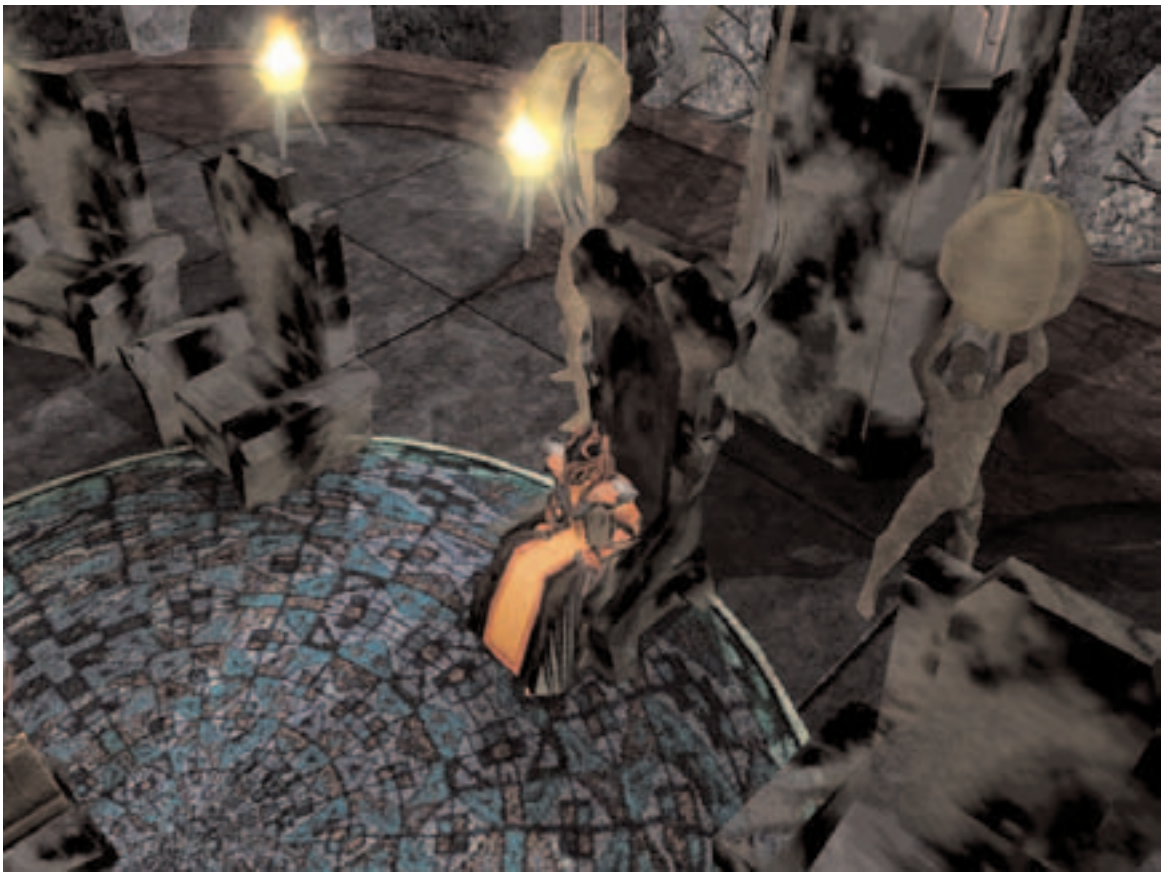
```
DelayCommand(1.2,AssignCommand(oCaster,
ActionCastSpellAtObject(SPELL_MORDENKAINENS_DISJUNCTION, oTarget,
METAMAGIC_ANY, TRUE, 40, PROJECTILE_PATH_TYPE_DEFAULT,
TRUE)));
DelayCommand(1.4,AssignCommand(oCaster,
ActionCastSpellAtObject(SPELL_GREATER_RESTORATION, oTarget,
METAMAGIC_ANY, TRUE, 40, PROJECTILE_PATH_TYPE_DEFAULT,
TRUE)));
DelayCommand(1.6,AssignCommand(oCaster,
ActionCastSpellAtObject(SPELL_REMOVE_CURSE, oTarget,
METAMAGIC_ANY, TRUE, 40, PROJECTILE_PATH_TYPE_DEFAULT,
TRUE)));
DelayCommand(1.8,AssignCommand(oCaster,
ActionCastSpellAtObject(SPELL_REMOVE_DISEASE, oTarget,
METAMAGIC_ANY, TRUE, 40, PROJECTILE_PATH_TYPE_DEFAULT,
TRUE)));
DelayCommand(2.0,AssignCommand(oCaster,
ActionCastSpellAtObject(SPELL_REMOVE_BLINDNESS_AND_DEAFNESS,
oTarget, METAMAGIC_ANY, TRUE, 40,
PROJECTILE_PATH_TYPE_DEFAULT, TRUE)));
DelayCommand(2.2,AssignCommand(oCaster,
ActionCastSpellAtObject(SPELL_NEUTRALIZE_POISON, oTarget,
METAMAGIC_ANY, TRUE, 40, PROJECTILE_PATH_TYPE_DEFAULT,
TRUE)));
DelayCommand(2.8,AssignCommand(oCaster,
ActionCastSpellAtObject(SPELL_HEAL, oTarget, METAMAGIC_ANY, TRUE, 40,
PROJECTILE_PATH_TYPE_DEFAULT, TRUE)));

//summoning circle visual
oTarget = GetWaypointByTag("UD_OHQHealingVisEffect");
lTarget = GetLocation(oTarget);
oSpawn = CreateObject(OBJECT_TYPE_PLACEABLE, "ud_ohqsumcircle1",
lTarget);
oTarget=GetObjectByTag("UD_OHQSumCircle01");
DestroyObject(oTarget,3.5f);

//flame visual on all four braziers
oTarget = GetObjectByTag("UD_OHQPriestsFlamingBrazier1");
nInt = GetObjectType(oTarget);
if (nInt != OBJECT_TYPE_WAYPOINT)
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_DIVINE_STRIKE_FIRE), oTarget);
else ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_DIVINE_STRIKE_FIRE), GetLocation(oTarget));

oTarget = GetObjectByTag("UD_OHQPriestsFlamingBrazier2");
```

```
nInt = GetObjectType(oTarget);
if (nInt != OBJECT_TYPE_WAYPOINT)
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_DIVINE_STRIKE_FIRE), oTarget);
else ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_DIVINE_STRIKE_FIRE), GetLocation(oTarget));

oTarget = GetObjectByTag("UD_OHQPriestsFlamingBrazier3");
nInt = GetObjectType(oTarget);
if (nInt != OBJECT_TYPE_WAYPOINT)
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_DIVINE_STRIKE_FIRE), oTarget);
else ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_DIVINE_STRIKE_FIRE), GetLocation(oTarget));

oTarget = GetObjectByTag("UD_OHQPriestsFlamingBrazier4");
nInt = GetObjectType(oTarget);
if (nInt != OBJECT_TYPE_WAYPOINT)
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_DIVINE_STRIKE_FIRE), oTarget);
else ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_DIVINE_STRIKE_FIRE), GetLocation(oTarget));
}
```

- **Script II: Setting the Mood with Ominous Looking Objects:**

This script will put a nice and dark feel to any object. Specifically, this script was used in an evil head quarters for a clan. I didn't want the chairs to be normal wooden things, so I looked for alternate appearances. The actual script used is below the screen shot.

Visual I-I for Scripting Examples: Object Shadow Shield: Sitting in the Meeting Hall:



```
void main()
{
object oPC = GetEnteringObject();
if (!GetIsPC(oPC)) return;
object oCaster;
object oTarget;
oTarget = GetObjectByTag("UD_OHQSitableChair01");
oCaster = oTarget;
oTarget = GetObjectByTag("UD_OHQSitableChair01");
AssignCommand(oCaster, ActionCastSpellAtObject(SPELL_SHADOW_SHIELD,
oTarget, METAMAGIC_ANY, TRUE, 50, PROJECTILE_PATH_TYPE_DEFAULT,
TRUE));
…
}//end main
```

For each object you would want the effect to be applied to, add the last two "oTarget" and "AssignCommand" lines and replace the oTarget target tag with the intended object for each other object. Additional targets were written in place of the "…" of the script. In my example, there were about forty other pairs of separate declarations: one for each chair and throne in the Meeting Hall, and various other things.

- **Script III: Closing Door Script:**

This was again used in my clan hall area to close a door after a few seconds:

```
void main()
{
object oPC = GetLastUsedBy();
if (!GetIsPC(oPC)) return;
object oTarget;
oTarget = OBJECT_SELF;
DelayCommand(3.5, AssignCommand(oTarget, ActionCloseDoor(oTarget)));
}
```

- **Script IV: A more complex script: Trap for Unwelcome Guests:**

This script took a good while to perfect, but it works beautifully!! It was designed to damage/attack intruders in the clan hall, reliant upon an object what would prevent the script from firing. What happens: after you enter a door, a floor area triggers that casts a pair of fireballs from two ballista pointed right at you, the fireball is for show, the damage is coded. Leaving the trigger will summon two castings of Greater Ruin. The trigger has a wacky design to it, making it hard for anyone to avoid much damage.. Then, two near-by sphinx statues explode, spawning a pair of enchanted and quite powerful manticores. The creatures are hostile, but will be despawned after a time to allow the members to walk around in the area. When the manticores die (despawn or death) another statue appears where it was before, ready to be triggered yet again. It will despawn after 120 seconds, that can be modified in the last line or so of the OnSpawn script for the creature.

Setup: Draw an area trigger in a room. Place 2 statues. Place 2 waypoints under the statues, and have the arrow pointed in the opposite direction for respawning of the statues in the same direction (bioware bug?). Create two beasts in the creature custom palette, but do not place them in the area. You don't want the rabid guardians defaulted to spawn somewhere, in this situation. Create an object for the trigger identify FoF(friend or foe) for the clan, there by triggering counter measures or not.

Tags:
Trigger: UD_OHQFireingRange1
Statue 1: UD_OHQ_SphinxGuard01
Statue 2: UD_OHQ_SphinxGuard02
Manticore 1: UD_OHQStatGuard001TAG
Manticore 2: UD_OHQStatGuard002TAG
Safeguard Object: UD_OHQOblivianFragmentTAG

Here is the full scripting with what goes where (three different script location types):

On the trigger, OnEnter:

```
/*  Script help from
Lilac Soul's NWN Script Generator, v. 1.6

For download info, please visit:
http://www.lilacsoul.revility.com    */

/////////////////////////////////////////////////////////////////////
The purpose of this script is to kill intruders who dont have the
Oblivian Fragment. This is, after all, a headquarters for a clan.
/////////////////////////////////////////////////////////////////////*/
#include "nw_i0_generic"
void main()
{
object oCaster;
object oTarget;
object oPC = GetEnteringObject();
effect eEffect;
int nInt;

if (!GetIsPC(oPC)) return;

if (GetItemPossessedBy(oPC, "UD_OHQOblivianFragmentTAG")!=
OBJECT_INVALID)
  return;

//free the guardians from their statues
oTarget = GetObjectByTag("UD_OHQ_SphinxGuard01");
eEffect = EffectDamage(100, DAMAGE_TYPE_MAGICAL,
DAMAGE_POWER_NORMAL);
ApplyEffectToObject(DURATION_TYPE_INSTANT, eEffect, oTarget);
oTarget = GetObjectByTag("UD_OHQ_SphinxGuard02");
eEffect = EffectDamage(100, DAMAGE_TYPE_MAGICAL,
DAMAGE_POWER_NORMAL);
ApplyEffectToObject(DURATION_TYPE_INSTANT, eEffect, oTarget);

//make the statue attack the PC who entered
oTarget = GetObjectByTag("UD_OHQStatGuard001TAG");
SetIsTemporaryEnemy(oPC, oTarget);
DelayCommand(0.3,AssignCommand(oTarget, ActionAttack(oPC)));
DelayCommand(0.5,AssignCommand(oTarget, DetermineCombatRound(oPC)));
oTarget = GetObjectByTag("UD_OHQStatGuard002TAG");
SetIsTemporaryEnemy(oPC, oTarget);
DelayCommand(0.3,AssignCommand(oTarget, ActionAttack(oPC)));
```

```
DelayCommand(0.5,AssignCommand(oTarget, DetermineCombatRound(oPC)));


//ballista 1 fires
oCaster = GetObjectByTag("UD_OHQBallista01");
oTarget = oPC;
AssignCommand(oCaster, ActionCastSpellAtObject(SPELL_FIREBALL, oTarget,
METAMAGIC_ANY, TRUE, 40, PROJECTILE_PATH_TYPE_DEFAULT, TRUE));

//ballista 2 fires
oCaster = GetObjectByTag("UD_OHQBallista02");
oTarget = oPC;
AssignCommand(oCaster, ActionCastSpellAtObject(SPELL_FIREBALL, oTarget,
METAMAGIC_ANY, TRUE, 40, PROJECTILE_PATH_TYPE_DEFAULT, TRUE));

//add blind and do damage
oTarget = oPC;

eEffect = EffectDamage(10, DAMAGE_TYPE_MAGICAL,
DAMAGE_POWER_NORMAL);
DelayCommand(0.7,ApplyEffectToObject(DURATION_TYPE_INSTANT, eEffect,
oPC));

eEffect = EffectDamage(10, DAMAGE_TYPE_DIVINE,
DAMAGE_POWER_NORMAL);
DelayCommand(0.7,ApplyEffectToObject(DURATION_TYPE_INSTANT, eEffect,
oPC));

//use the destruction visual effect on PC
oTarget = oPC;
nInt = GetObjectType(oTarget);
if (nInt != OBJECT_TYPE_WAYPOINT)
DelayCommand(0.5,ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_DESTRUCTION), oTarget));
else DelayCommand(0.7,ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_DESTRUCTION), GetLocation(oTarget)));
}
```

In the trigger OnExit:

```
/*  Script generated by
Lilac Soul's NWN Script Generator, v. 1.6

For download info, please visit:
http://www.lilacsoul.revility.com    */
```

```
void main()
{
object oCaster;
object oTarget;
object oPC = GetExitingObject();

if (!GetIsPC(oPC)) return;

if (GetItemPossessedBy(oPC, "UD_OHQOblivianFragmentTAG")!=
OBJECT_INVALID)
  return;

//ballista 1 fires
oCaster = GetObjectByTag("UD_OHQBallista01");
oTarget = oPC;
AssignCommand(oCaster, ActionCastSpellAtObject(SPELL_EPIC_RUIN, oTarget,
METAMAGIC_ANY, TRUE, 40, PROJECTILE_PATH_TYPE_DEFAULT, TRUE));

//ballista 2 fires
oCaster = GetObjectByTag("UD_OHQBallista01");
oTarget = oPC;
DelayCommand(0.5,AssignCommand(oCaster,
ActionCastSpellAtObject(SPELL_EPIC_RUIN, oTarget, METAMAGIC_ANY, TRUE,
40, PROJECTILE_PATH_TYPE_DEFAULT, TRUE)));
}
```

Sphinx statue 1(object): OnDeath:
Sitting under the statue is the "UD_OHQSpawnSphinxWP1" waypoint

```
#include "nw_i0_generic"
/*  Script generated by
Lilac Soul's NWN Script Generator, v. 1.6

For download info, please visit:
http://www.lilacsoul.revility.com    */

void main()
{
object oSpawn;
object oTarget;
object oCaster;
effect eEffect;
location lTarget;

oTarget = GetWaypointByTag("UD_OHQSpawnSphinxWP1");
lTarget = GetLocation(oTarget);
oSpawn = CreateObject(OBJECT_TYPE_CREATURE, "ud_ohqstatguard0", lTarget);
```

```
oTarget = oSpawn;
}
```

On sphinx statue 2(object): OnDeath:
Sitting under the statue is the "UD_OHQSpawnSphinxWP2" waypoint

```
#include "nw_i0_generic"
/*  Script generated by
Lilac Soul's NWN Script Generator, v. 1.6

For download info, please visit:
http://www.lilacsoul.revility.com    */

void main()
{
object oSpawn;
object oTarget;
object oCaster;
effect eEffect;
location lTarget;

oTarget = GetWaypointByTag("UD_OHQSpawnSphinxWP2");
lTarget = GetLocation(oTarget);
oSpawn = CreateObject(OBJECT_TYPE_CREATURE, "ud_ohqstatgua002", lTarget);
oTarget = oSpawn;
}
```

On the first Manticore custom creature OnDeath slot: this creature is not placed because it will appear when needed by the clan =) I have it sitting in my Special custom palette area.

```
//::///////////////////////////////////////////////
//:: Name x2_def_ondeath
//:: Copyright (c) 2001 Bioware Corp.
//::///////////////////////////////////////////////
/*
   Death script for the sphinx statue guardian for
   the Outsider's clan.  Lilac's script generator
   and NWN default script used.
*/
//::///////////////////////////////////////////////
//:: Created By: Keith Warner
//:: Created On: June 11/03
//::///////////////////////////////////////////////

void main()
{
object oTarget;
```

```
object oSpawn;
location lTarget;

oTarget = GetWaypointByTag("UD_OHQSpawnSphinxWP1");
lTarget = GetLocation(oTarget);
oSpawn = CreateObject(OBJECT_TYPE_PLACEABLE, "udohqguard001", lTarget);
oTarget = oSpawn;
}
```

First Manticore OnSpawn

```
void main()
{
object oCaster;
object oTarget;
effect eEffect;

//now to give the guardian an edge
oCaster = GetObjectByTag("UD_OHQBallista01");
oTarget = GetObjectByTag("UD_OHQStatGuard001TAG");
AssignCommand(oCaster, ActionCastSpellAtObject(SPELL_PREMONITION, oTarget,
METAMAGIC_ANY, TRUE, 40, PROJECTILE_PATH_TYPE_DEFAULT, TRUE));
DelayCommand(0.1,AssignCommand(oCaster,
ActionCastSpellAtObject(SPELL_GREATER_STONESKIN, oTarget,
METAMAGIC_ANY, TRUE, 40, PROJECTILE_PATH_TYPE_DEFAULT, TRUE)));
DelayCommand(0.2,AssignCommand(oCaster,
ActionCastSpellAtObject(SPELL_SHADOW_SHIELD, oTarget, METAMAGIC_ANY,
TRUE, 40, PROJECTILE_PATH_TYPE_DEFAULT, TRUE)));

//safeguard for clan members-the guards will return to statues after time
//oTarget = GetObjectByTag("UD_OHStatGuard001TAG");
//DestroyObject(oTarget, 10.0);
oTarget = GetObjectByTag("UD_OHQStatGuard001TAG");
eEffect = EffectDamage(9990, DAMAGE_TYPE_MAGICAL,
DAMAGE_POWER_NORMAL);
DelayCommand(120.0,ApplyEffectToObject(DURATION_TYPE_INSTANT, eEffect,
oTarget));
}
```

Second Creature OnDeath:

```
//::///////////////////////////////////////////////
//:: Name x2_def_ondeath
//:: Copyright (c) 2001 Bioware Corp.
//::///////////////////////////////////////////////
/*
   Death script for the sphinx statue guardian for
   the Outsider's clan.  Lilac's script generator
```

```
   and NWN default script used.
*/
//::///////////////////////////////////////////
//:: Created By: Keith Warner
//:: Created On: June 11/03
//::///////////////////////////////////////////

void main()
{
object oTarget;
object oSpawn;
location lTarget;

oTarget = GetWaypointByTag("UD_OHQSpawnSphinxWP2");
lTarget = GetLocation(oTarget);
oSpawn = CreateObject(OBJECT_TYPE_PLACEABLE, "udohqguard002", lTarget);
oTarget = oSpawn;
//ExecuteScript("nw_c2_default7", OBJECT_SELF);
}
```

Second Creature OnSpawn:

```
void main()
{
object oCaster;
object oTarget;
effect eEffect;

//now to give the guardian an edge
oCaster = GetObjectByTag("UD_OHQBallista02");
oTarget = GetObjectByTag("UD_OHQStatGuard002TAG");
AssignCommand(oCaster, ActionCastSpellAtObject(SPELL_PREMONITION, oTarget,
METAMAGIC_ANY, TRUE, 40, PROJECTILE_PATH_TYPE_DEFAULT, TRUE));
DelayCommand(0.1,AssignCommand(oCaster,
ActionCastSpellAtObject(SPELL_GREATER_STONESKIN, oTarget,
METAMAGIC_ANY, TRUE, 40, PROJECTILE_PATH_TYPE_DEFAULT, TRUE)));
DelayCommand(0.2,AssignCommand(oCaster,
ActionCastSpellAtObject(SPELL_SHADOW_SHIELD, oTarget, METAMAGIC_ANY,
TRUE, 40, PROJECTILE_PATH_TYPE_DEFAULT, TRUE)));

//safeguard for clan members-the guards will return to statues after time
//oTarget = GetObjectByTag("UD_OHStatGuard001TAG");
//DestroyObject(oTarget, 10.0);
oTarget = GetObjectByTag("UD_OHQStatGuard002TAG");
eEffect = EffectDamage(9990, DAMAGE_TYPE_MAGICAL,
DAMAGE_POWER_NORMAL);
```

```
DelayCommand(120.0,ApplyEffectToObject(DURATION_TYPE_INSTANT, eEffect,
oTarget));
}
```

That's it =) Again, most of this was done using the script generator by Lilac Sole.

So, what does it look like in-game?

Visual II-I For Scripting Examples: A Moment To Remember: #1:

Visual II-II for Scripting Examples: A Moment To Remember: #2:

Visual II-III for Scripting Examples: A Moment To Remember: #3:

Visual II-IV for Scripting Examples: A Moment To Remember: #4:

Visual II-V for Scripting Examples: A Moment To Remember: #5:

Script V: Seven Second Visual with a Bless

It is simply that-walk up to the alter-use the object and seven seconds later you get a bless after a nice light show.

Setup: Place a dragon. Place an object at the alter you want the PC to use in order to activate the script (I used a magic spark visual). Create 11 shafts of light, but don't place them though, just leave them in the custom palette. The really annoying part was placing the waypoints for visual targets-see the visual below.

Visual III-I For Scripting Examples: Dragon Bless Setup:

Tags:
Dragon: dez_mts_BernigGod
Magic spark: dez_mts_alter
Shafts of Light: dez_mts_shaftoflighta

- The shafts are lettered a-k

Shafts of Light **ResRef**: shaftoflight1

- The resrefs are shaftoflight1, shaftoflight002- shaftoflight011. The resrefs are important because of the way the script calls the objects: by resref. They are destroyed by tag.

Waypoints:
Lightning targets: dez_mts_callit11- dez_mts_callit32
Shaft of Light targets: dez_mts_viseffectA- dez_mts_viseffectK

On the usable placeable at the alter(magic spark): OnUsed:

```
/* With the help of:
   Lilac Soul's NWN Script Generator, v. 1.3
   For download info, please visit:
   http://www.lilacsoul.revility.com
this code is made possible!  This is simply a long visual
effect for the PC when activating the shaft of light at
the Bernig Shrine Interior.  What happens is the dragon
demi-god uses incinerary cloud casting effect(fake spell)
at the same time the PC is dominated instantly. Shafts of
lights form in the room in the shape of a circle from the
god to the PC using waypoints.  They are despawned using
delaycommand in a way that looks like a countdown.  When
the last is gone, there are three layers of lightning bolts
that strike: edge of room, near PC, and on the alter, using
waypoints again.  Then I used the fireball effect when the
bolts are nearest the PC, I think its a cool implosion-
explosion effect. Now the PC is blessed with str, dex, and
con +3, ac +4, attack +5, spell res 15, move reate +10%, and
ultra vision.  This is a once per PC perma bless-lost by
dispel, sleep, and death.  The reasoning behind this is if
a Demi-god blesses you... its goin to stay with you for a
while!  So yeah, here you are, and enjoy!!
*/

void main()
{

//this is the check for one time PC use
object oPC = GetLastUsedBy();

if (!GetIsPC(oPC)) return;

int DoOnce = GetLocalInt(oPC, GetTag(OBJECT_SELF));

if (DoOnce==TRUE) return;

SetLocalInt(oPC, GetTag(OBJECT_SELF), TRUE);


//this starts off with the demigod casting a vis effect to kick off
//the effects sequence
if (!GetIsPC(oPC)) return;

object oCaster;
```

```
oCaster = GetObjectByTag("dez_mts_BernigGod");

object oTarget;
oTarget = oCaster;

AssignCommand(oCaster,
ActionCastFakeSpellAtObject(SPELL_INVISIBILITY_PURGE, oTarget,
PROJECTILE_PATH_TYPE_DEFAULT));

if (!GetIsPC(oPC)) return;

oTarget = oPC; //redefine oTarget as PC, and not the dragon as above

//this line freezes the PC so they cant leave for the duration of spell
ApplyEffectToObject(DURATION_TYPE_TEMPORARY, EffectDominated(), oTarget,
8.0f);

/*this begins the placement of the shafts of light around the demigod
and player by assigning custom template vis effects via waypoints-
this way they are static and plot on creation.  This is also the
only way I currently know to create them with the option of despawning
them later in the script*/
object oSpawn;
location lTarget;
oTarget = GetWaypointByTag("dez_mts_viseffectA");

lTarget = GetLocation(oTarget);

oSpawn = CreateObject(OBJECT_TYPE_PLACEABLE, "shaftoflight1", lTarget);

oTarget = GetWaypointByTag("dez_mts_viseffectB");

lTarget = GetLocation(oTarget);

oSpawn = CreateObject(OBJECT_TYPE_PLACEABLE, "shaftoflight002", lTarget);

oTarget = GetWaypointByTag("dez_mts_viseffectC");

lTarget = GetLocation(oTarget);

oSpawn = CreateObject(OBJECT_TYPE_PLACEABLE, "shaftoflight003", lTarget);

oTarget = GetWaypointByTag("dez_mts_viseffectD");

lTarget = GetLocation(oTarget);
```

```
oSpawn = CreateObject(OBJECT_TYPE_PLACEABLE, "shaftoflight004", lTarget);
oTarget = GetWaypointByTag("dez_mts_viseffectE");
lTarget = GetLocation(oTarget);
oSpawn = CreateObject(OBJECT_TYPE_PLACEABLE, "shaftoflight005", lTarget);
oTarget = GetWaypointByTag("dez_mts_viseffectF");
lTarget = GetLocation(oTarget);
oSpawn = CreateObject(OBJECT_TYPE_PLACEABLE, "shaftoflight006", lTarget);
oTarget = GetWaypointByTag("dez_mts_viseffectG");
lTarget = GetLocation(oTarget);
oSpawn = CreateObject(OBJECT_TYPE_PLACEABLE, "shaftoflight007", lTarget);
oTarget = GetWaypointByTag("dez_mts_viseffectH");
lTarget = GetLocation(oTarget);
oSpawn = CreateObject(OBJECT_TYPE_PLACEABLE, "shaftoflight008", lTarget);
oTarget = GetWaypointByTag("dez_mts_viseffectI");
lTarget = GetLocation(oTarget);
oSpawn = CreateObject(OBJECT_TYPE_PLACEABLE, "shaftoflight009", lTarget);
oTarget = GetWaypointByTag("dez_mts_viseffectJ");
lTarget = GetLocation(oTarget);
oSpawn = CreateObject(OBJECT_TYPE_PLACEABLE, "shaftoflight010", lTarget);
oTarget = GetWaypointByTag("dez_mts_viseffectK");
lTarget = GetLocation(oTarget);
oSpawn = CreateObject(OBJECT_TYPE_PLACEABLE, "shaftoflight011", lTarget);
```

```
/*now to destroy the shafts of light in order-this will look
like a countdown-despawned via tag, diff than the resref
used in their creation(took me a while to figure out how to do this
properly)*/
oTarget = GetObjectByTag("dez_mts_shaftoflighta");

DelayCommand(2.3f, DestroyObject(oTarget, 0.0));

oTarget = GetObjectByTag("dez_mts_shaftoflightb");

DelayCommand(2.3f, DestroyObject(oTarget, 0.0));

oTarget = GetObjectByTag("dez_mts_shaftoflightc");

DelayCommand(2.8f, DestroyObject(oTarget, 0.0));

oTarget = GetObjectByTag("dez_mts_shaftoflightd");

DelayCommand(2.8f, DestroyObject(oTarget, 0.0));

oTarget = GetObjectByTag("dez_mts_shaftoflighte");

DelayCommand(3.3f, DestroyObject(oTarget, 0.0));

oTarget = GetObjectByTag("dez_mts_shaftoflightf");

DelayCommand(3.3f, DestroyObject(oTarget, 0.0));

oTarget = GetObjectByTag("dez_mts_shaftoflightg");

DelayCommand(3.8f, DestroyObject(oTarget, 0.0));

oTarget = GetObjectByTag("dez_mts_shaftoflighth");

DelayCommand(3.8f, DestroyObject(oTarget, 0.0));

oTarget = GetObjectByTag("dez_mts_shaftoflighti");

DelayCommand(4.3f, DestroyObject(oTarget, 0.0));

oTarget = GetObjectByTag("dez_mts_shaftoflightj");

DelayCommand(4.3f, DestroyObject(oTarget, 0.0));

oTarget = GetObjectByTag("dez_mts_shaftoflightk");
```

```
DelayCommand(5.0f, DestroyObject(oTarget, 0.0));

oTarget = GetObjectByTag("dez_mts_callit11");



/*now begins the lightning rings-this also starts from outer
and ends on the shrine-these are timed just so.  They target
waypoints again*/
int nInt;
nInt = GetObjectType(oTarget);

if (nInt != OBJECT_TYPE_WAYPOINT) DelayCommand(6.0f,
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), oTarget));
else DelayCommand(6.0f, ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), GetLocation(oTarget)));

oTarget = GetObjectByTag("dez_mts_callit12");

if (nInt != OBJECT_TYPE_WAYPOINT) DelayCommand(6.0f,
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), oTarget));
else DelayCommand(6.0f, ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), GetLocation(oTarget)));

oTarget = GetObjectByTag("dez_mts_callit13");

if (nInt != OBJECT_TYPE_WAYPOINT) DelayCommand(6.0f,
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), oTarget));
else DelayCommand(6.0f, ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), GetLocation(oTarget)));

oTarget = GetObjectByTag("dez_mts_callit14");

if (nInt != OBJECT_TYPE_WAYPOINT) DelayCommand(6.0f,
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), oTarget));
else DelayCommand(6.0f, ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), GetLocation(oTarget)));

oTarget = GetObjectByTag("dez_mts_callit15");
```

```
if (nInt != OBJECT_TYPE_WAYPOINT) DelayCommand(6.0f,
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), oTarget));
else DelayCommand(6.0f, ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), GetLocation(oTarget)));

oTarget = GetObjectByTag("dez_mts_callit16");

if (nInt != OBJECT_TYPE_WAYPOINT) DelayCommand(6.0f,
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), oTarget));
else DelayCommand(6.0f, ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), GetLocation(oTarget)));

oTarget = GetObjectByTag("dez_mts_callit21");

if (nInt != OBJECT_TYPE_WAYPOINT) DelayCommand(6.3f,
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), oTarget));
else DelayCommand(6.38f, ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), GetLocation(oTarget)));

oTarget = GetObjectByTag("dez_mts_callit22");

if (nInt != OBJECT_TYPE_WAYPOINT) DelayCommand(6.3f,
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), oTarget));
else DelayCommand(6.38f, ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), GetLocation(oTarget)));

oTarget = GetObjectByTag("dez_mts_callit23");

if (nInt != OBJECT_TYPE_WAYPOINT) DelayCommand(6.3f,
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), oTarget));
else DelayCommand(6.38f, ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), GetLocation(oTarget)));

oTarget = GetObjectByTag("dez_mts_callit24");

if (nInt != OBJECT_TYPE_WAYPOINT) DelayCommand(6.3f,
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), oTarget));
else DelayCommand(6.38f, ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), GetLocation(oTarget)));
```

```
oTarget = GetObjectByTag("dez_mts_callit25");

if (nInt != OBJECT_TYPE_WAYPOINT) DelayCommand(6.3f,
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), oTarget));
else DelayCommand(6.38f, ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), GetLocation(oTarget)));

oTarget = GetObjectByTag("dez_mts_callit26");

if (nInt != OBJECT_TYPE_WAYPOINT) DelayCommand(6.3f,
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), oTarget));
else DelayCommand(6.38f, ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), GetLocation(oTarget)));

oTarget = GetObjectByTag("dez_mts_callit27");

if (nInt != OBJECT_TYPE_WAYPOINT) DelayCommand(6.3f,
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), oTarget));
else DelayCommand(6.38f, ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), GetLocation(oTarget)));

oTarget = GetObjectByTag("dez_mts_callit31");

if (nInt != OBJECT_TYPE_WAYPOINT) DelayCommand(6.5f,
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), oTarget));
else DelayCommand(6.64f, ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), GetLocation(oTarget)));

oTarget = GetObjectByTag("dez_mts_callit32");

if (nInt != OBJECT_TYPE_WAYPOINT) DelayCommand(6.5f,
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), oTarget));
else DelayCommand(6.64f, ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_IMP_LIGHTNING_M), GetLocation(oTarget)));

if (!GetIsPC(oPC)) return;


oTarget = oPC;

/*and now for the actual blessing-these are perma until dispelled,
```

```
death, or rest, but from the condition at the beginning of the script
this can only be done once per PC(reboot/crashes will wipe this clean,
but hey, all the more fun*/
nInt = GetObjectType(oTarget);

if (nInt != OBJECT_TYPE_WAYPOINT) DelayCommand(7.5f,
ApplyEffectToObject(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_FNF_FIREBALL), oTarget));
else DelayCommand(7.5f, ApplyEffectAtLocation(DURATION_TYPE_INSTANT,
EffectVisualEffect(VFX_FNF_FIREBALL), GetLocation(oTarget)));

DelayCommand(7.5f, ApplyEffectToObject(DURATION_TYPE_PERMANENT,
EffectAbilityIncrease(ABILITY_CONSTITUTION, 3), oTarget));

DelayCommand(7.5f, ApplyEffectToObject(DURATION_TYPE_PERMANENT,
EffectAbilityIncrease(ABILITY_DEXTERITY, 3), oTarget));

DelayCommand(7.5f, ApplyEffectToObject(DURATION_TYPE_PERMANENT,
EffectAbilityIncrease(ABILITY_STRENGTH, 3), oTarget));

DelayCommand(7.5f, ApplyEffectToObject(DURATION_TYPE_PERMANENT,
EffectACIncrease(4), oTarget));

DelayCommand(7.5f, ApplyEffectToObject(DURATION_TYPE_PERMANENT,
EffectAttackIncrease(5), oTarget));

DelayCommand(7.5f, ApplyEffectToObject(DURATION_TYPE_PERMANENT,
EffectMovementSpeedIncrease(10), oTarget));

DelayCommand(7.5f, ApplyEffectToObject(DURATION_TYPE_PERMANENT,
EffectSpellResistanceIncrease(15), oTarget));

DelayCommand(7.5f, ApplyEffectToObject(DURATION_TYPE_PERMANENT,
EffectUltravision(), oTarget));
}
```

Glossary of Terms

- AB: attack base
- AC: armor class
- CR: challenge rating
- Drag and drop method:
- Drop-down menu: when right clicking, a small grey box will appear next to the mouse icon
- Grayed-out: means that the options are not available to be edited
- HotU: Hords of the Underdark
- NWN: Neverwinter Nights
- SoU: Shadows of Undertide
- Tileset: a particular theme for terrain and geography for an area
- Toolbar: a display of icons that are shortcuts to different options
- Toolset: in this case, the toolset is the program used to create the actual game. Recently, more and more companies have been including their toolsets for their customers to edit. This aspect alone convinces many people to buy the game.
- Vis: visual effect
- Wizard: a program developed to help expedite a process

Special Thanks

- NWN Aurora Toolset Help Guide, created by Reginald Silverleaf
  This work is recommended reading!
  Guide downloadable at:
  http://nwvault.ign.com/Files/other/data/1038020754190.shtml
  (6.6 meg zipped, 7.25 meg unzipped)
- Sources for alternate guides and instruction from the Bioware Company:
  http://nwn.bioware.com/builders/toolsetintro.html
- Bioware's NWN Vaults: Extreme level of content
  http://nwvault.ign.com/index2.shtml
- Lexicon web page covers everything about NWN scripting!
  http://www.nwnlexicon.com
- Lexicon also links to a download site for another resource for scripting
  http://nwvault.ign.com/Files/other/data/1027899441708.shtml
- Andrew Cantino for taking the time to do movies of tutorials! Encounter movie at: (11 meg zip file)
  http://nwvault.ign.com/Files/movies/data/1028578623460.shtml

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Sources for alternate guides:
http://nwn.bioware.com/builders/toolsetintro.html

Neverwinter Aurora Toolset Guide:
Created by R.S. Barker - NWN Forum name - Reginald Silverleaf.

Bioware:
See http://www.bioware.com/legal/copyright.html for full details.

Lylac Soul's Script Generator:
See http://lilacsoul.revility.com/ for full details.

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Page of Links

This page contains a dry list of every link used for reference, or links you might find interesting..

Bioware web site:
http://nwn.bioware.com

Plot Editor Info
http://nwn.bioware.com/builders/plotwizard_tutorial.html

A Good Resource for Builders:
http://nwn.bioware.com/builders

For the most impressive script resource I have ever seen: **Recommended!!!**
http://lilacsoul.revility.com/

For various scripts from the Neverwinter Nights Vault:
http://nwvault.ign.com/Files/scripts/categories/Inventory%20ItemType%20-%20Unique%20Items2.shtml

For extensive details and the best resource for understanding the script:
http://www.nwnlexicon.com/

Another great link for scripting resources and examples:
http://www.lemonbutter.com/

Another good link page:
http://www.sorcerers.net/Games/NWN/index_toolset3_4.htm

This link also has other references for scripting:
http://nwvault.ign.com/modules/wydraz/tutorial/

Sources for alternate guides:
http://nwn.bioware.com/builders/toolsetintro.html

NWN forum: Phenotypes:
http://nwn.bioware.com/forums/viewtopic.html?topic=338651&forum=48 .

Toolset tutorial on making encounters: (11 meg movie)
http://nwvault.ign.com/Files/movies/data/1028578623460.shtml

Hak Pack Tutorial:
http://nwvault.ign.com/Files/movies/data/1038173402360.shtml

Hak Pack Examples:
http://downloads.gameplanet.co.nz/dl.dyn/Files/3210.html

Community Expansion Pack: "It's All About "More""
http://nwn.bioware.com/players/cep.html

CEP Expanded Info as a pdf file (Adobe):
http://nwn.bioware.com/players/cep_Major_Features.pdf

CEP Movies:
http://nwvault.ign.com/Files/movies/data/1080028433040.shtml

Bioware's Cashed Script Info:
http://nwn.bioware.com/developers/Bioware_Aurora_IFO_Format.pdf